

G-FORCE

100% UNOFFICIAL MAGAZINE FOR GAMECUBE

STAR FOX ADVENTURES: HUGE REVIEW! Dinosaur Planet

The galaxy's best Arwing pilot finally comes down to Earth in this action-packed adventure. One of the greatest GameCube games yet – reviewed and rated!

EXCLUSIVE!



MEDAL OF HONOR: FRONTLINE

Careless talk costs lives in EA's gritty World War II infiltration sim!

EXCLUSIVE!

DIE HARD VENDETTA

Is this the GameCube's finest first-person shooter? We bring you the FIRST EVER review!



REVIEWED AND RATED!

- **TIMESPLITTERS 2**
- **ROCKY**
- **FIFA FOOTBALL 2003**
- **ANIMAL CROSSING**
- **NHL HITZ 20-03**
- **DOSHIN THE GIANT**
- **PRO RALLY**
- **TY THE TASMANIAN TIGER**
- **WTA TOUR TENNIS**
- **DISNEY'S MAGICAL MIRROR STARRING MICKEY MOUSE**

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THIS IS G-FORCE!



It's the same old story. Wait ages for a classic first-person shooter, then three come along at once. And what great games they are! *Die Hard Vendetta* takes hardcore mission play to the max, with its violence-packed action and distinctly adult theme. *TimeSplitters 2* is more tongue in cheek, with light-hearted visuals and the best multiplayer action imaginable, and finally *Medal of Honor: Frontline* offers gritty, stealth-based infiltration. Three excellent games, and three very different interpretations of the first-person shooter theme.

Elsewhere, *Rocky* punches his way to success, *Ty the Tasmanian Tiger* gives Crash Bandicoot a run for his money and *FIFA Football 2003*, erm; do we need *FIFA Football 2003*? *FIFA 2002 World Cup* didn't exactly set the world alight, and this new release is the second *FIFA* game in six months. Inevitable improvement or blood-sucking repetition? Let us know what you think...

Ian Osborne



COOL CONSOLE COMPETITIONS!

Win a GameCube and a copy of *Bomberman Generation*, or a Game Boy Advance bundled with *Star Wars Episode II: The New Droid Army*!

Rage's boxing sim is surprisingly serious. It's fluid and capable, and it's reviewed on the DVD! Check it out for all the razzmatazz of the movies seamlessly matched with serious hard-hitting playability.

ROCKY



RESIDENT EVIL ZERO

It's time to take another look at the GameCube's first exclusive Resi game. Boasting the same breathtaking visuals as the update of the original *Resident Evil* game and some interesting gameplay enhancements, this is the game to watch!

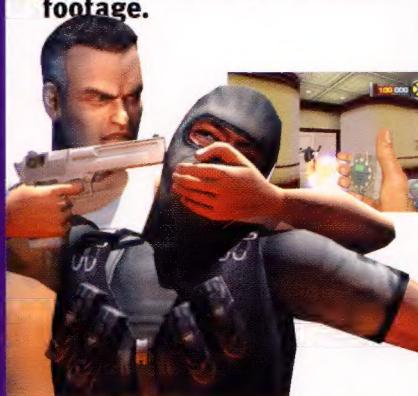
THE RETURN OF FOX McCLOUD!

Eight years after his epic battles with Andross in the N64's *Lylat Wars*, the Star Fox team has split, with only Fox McCloud himself remaining an active pilot. But you can't keep a good team down, and when General Scales takes over Dinosaur Planet, the old allies reunite for one last battle...

Exclusive DVD review.

Action Replay codes for *Star Fox* – see them in action!

Massive gameplay bonus footage.



TIMEPLITTERS 2

It's the zaniest first-person blaster ever, and arguably the best multiplayer game yet to appear on the Cube. It certainly offers some of the best 3D graphical effects. See it in action exclusively on DVD-Force!



DIE HARD VENDETTA

With excessive rendered violence and liberal use of profanities, *Die Hard Vendetta* looks set to be the most controversial videogame since *Resident Evil* first appeared in 1996. It's worth buying just to annoy the Daily Mail...

DVD
VIDEO

On The Advance...



Lara Croft makes her GBA debut in *Tomb Raider: The Prophecy*. It's already looking great. *Golden Sun: The Lost Age* is already out in Japan, and it's coming here soon. We take a sneak peek at the import version.

Star Wars fans will be pleased to hear *Star Wars Episode II: The New Droid Army* is living up to expectations, and finally, there's an early preview of *Hot Wheels: Velocity X*.

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ANOTHER FUN-FILLED ISH!

FIRST-PERSON SHOOTER Spectacular!



► DIE HARD VENDETTA

McClane's getting old, but he's still as tough as ever. Check out his latest escapade on Page 40...

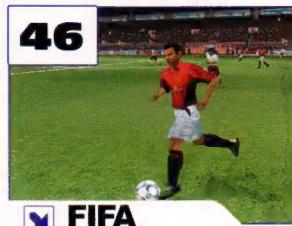


► STAR FOX ADVENTURES: DINOSAUR PLANET

It's Fox McCloud's first starring role since 1997, and it's a Star Fox game with a difference. Find out why on Page 34...



► ROCKY
Rage's hard-hitting boxing bash is surprisingly realistic, but packed with Rocky atmosphere. Weigh in on Page 60...



► FIFA FOOTBALL 2003

Is this the Cube's first world-class soccer sim, or a dodgy rehash of last year's *FIFA* game? Shoot to score on Page 46...



► TIMESPLITTERS
It's a great issue for first-person shooters. Especially as *TimeSplitters 2* is brought to you by a team of people who worked on *GoldenEye*. Split time on Page 56...

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TY THE TASMANIAN TIGER

A platformer to rival the *Crash Bandicoot* series? We follow the striped (and extinct) one on Page 54...

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MEDAL OF HONOR FRONTLINE

Infiltrate a top-secret Nazi organisation in this World War II spy sim first-person blaster. Take aim on Page 48...

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Hot DVD reviews of *Star Wars Episode II: Attack of the Clones* and *Spider-Man*. Also, check out our round-up of the latest and greatest gadgets and gizmos from around the world.





NEWS

UP-TO-THE-MINUTE STORIES



e-Reader ARRIVES!

The GBA collectors' card scanner gets a Stateside launch...

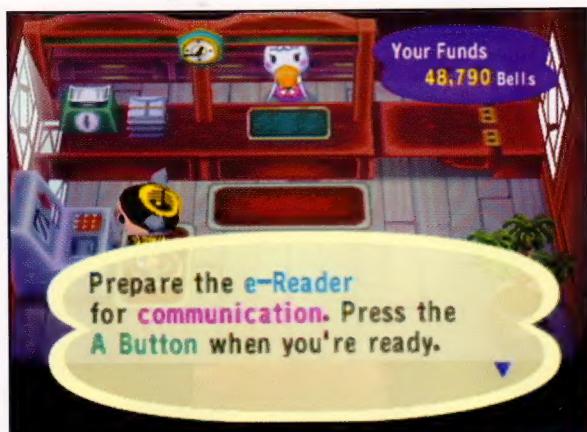
Trading cards. Some love

'em, some hate 'em. The Pokémon card craze a few years back bordered on the ridiculous, with rare cards selling for three figures, shops opening solely for Pokémon cards and Uri Geller (unsuccessfully) suing Nintendo because he thought one of the Pokémon was a caricature of him. Thankfully

that particular craze has died down, but collectors' cards are about to make a comeback. And this time, there's actually a point to them...

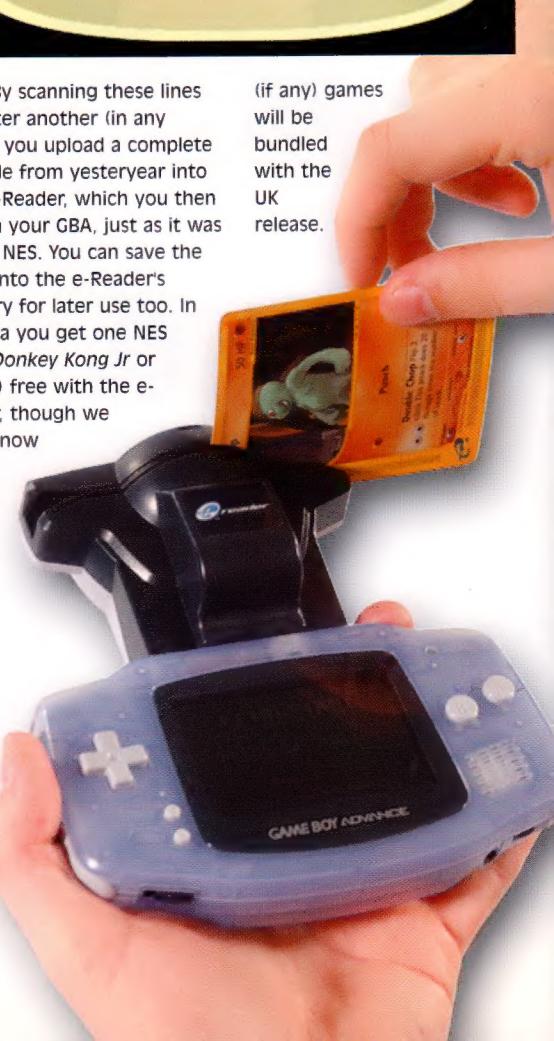
Nintendo's e-Reader, developed by Hal Laboratories (of *Super Smash Bros: Melee* fame), is a device for the GBA that lets you scan special dot codes on the back of the e-Reader collector's cards. These 'dots' (which look more like swirls) contain short programs which, on their own or alongside other games or cards, offer all sorts of goodies and bonuses.

Arguably the best (and certainly the coolest) card sets are the NES packs. These each offer a complete NES game! Each pack contains around five cards, with two dot lines on



each. By scanning these lines one after another (in any order), you upload a complete NES title from yesteryear into your e-Reader, which you then play on your GBA, just as it was on the NES. You can save the game into the e-Reader's memory for later use too. In America you get one NES pack (*Donkey Kong Jr* or *Pinball*) free with the e-Reader, though we don't know which

(if any) games will be bundled with the UK release.



NES Classics on the Cards!



You can't halt progress. In their day, they were £30 games for a state-of-the-art console, but now you can play old NES titles on your e-Reader simply by splashing out on a five-card pack and scanning two dot codes per card, you can play the game just as it was almost 20 years ago. The *Donkey Kong Jr* pack came free with our American e-Reader. Other NES titles to get the collectors' card treatment include *Excitebike*, *Balloon Fight* and *Tennis*.

Sampling

The sample pack you also get with an American e-Reader contains five cards. Most interesting is the Game & Watch card outlined elsewhere – we hope this is one of a series and not just a one-off novelty. Pokémon trading cards are inevitable, but as they offer some serious bonuses when you load them into the card reader, they're also forgivable. The three in the starter pack combine to offer a mini-game when scanned, but standard packs will jumble them up, encouraging you to collect (with cries of "gotta have 'em all" only an advert away). Scan a



VERTICAL LINE

The vertical line gives 2.2k of data, and is used to store or part-store the mini-games.

HORIZONTAL LINE

The horizontal dot code line contains 1.1k of data, and offers info on the featured Pokémon.



Surprisingly, unlike GBA games, the e-Reader cards aren't region-free. Japanese cards won't work in the American machine we tested, and we presume only UK cards will operate the UK Reader when it's released too.



Game & Watch Makes Timely Return



Remember the Game & Watch handheld LCD games from the early Eighties? They're enjoying a renaissance, with their main man Mr Game & Watch featured in Super Smash Bros: Melee and now complete games being coded onto a single e-Reader card. The one that comes with the machine is Manhole, in which you must cover gaps in the pavement to stop people falling through them. Not particularly sophisticated, but a classic for nostalgia buffs.



Pica-Pica-Picacard...



Pokémon will play a big part in the e-Reader scene. By scanning collectable Pokémon cards, you get stats and information on the featured pocket monster. Scanned one after the other, the cards also offer a mini-game. The American e-Reader's starter pack offers three Pokémon cards: Machoke, Machop, and Machamp. Together they offer a mini-game where you punch bouncing rocks for points.



Cube Connections

Finally, and perhaps most interestingly, there's the e-Reader's connectivity with the Cube. The e-Reader offers a port for the GC/GBA link cable, so you can attach your

machine to your GameCube, load a GC game which offers e-Reader compatibility and upload the game's e-Reader driver to the GBA. It's simple to do, but can take a little time. You then scan a card specific to that particular game for a serious bonus! For example, the

starter pack contains an Animal Crossing card. By scanning it into the GameCube's Animal Crossing, a letter is posted to you in the main game. Cool! The potential for this sort of bonus is endless. Imagine an RPG where certain spells and weapons could only be found on e-Reader cards, or a first-person shooter where a door is locked, and a collectors' card

offers the key. Or maybe a cheat could be won through scanning cards. We hope this function will be used widely, but the card-earned bonuses should be just that – bonuses and novelties, not essential game elements.

The e-Reader is an incredible piece of technology. When we first heard about it we were underwhelmed, expecting a shallow gimmick. We were wrong. With retro games offered as well as the Pokémon cards (and PLEASE don't put them in the same packs, Nintendo), it isn't just for kids either.

As usual, no UK release date has been set, and as cards are region-specific you won't be able to use UK e-Reader cards on an imported machine. In the US the main device costs \$39.99 and the card sets \$1.99 to \$2.99, so our guess for the UK prices is £30 for the e-Reader and £1.99 to £2.99 for the cards.

SoundBites

MEGA MAN FOR CUBE

Capcom is to bring the Mega Man series to the GameCube next year. His first Cube outing will be Mega Man Battle Network, a completely different game to the one seen on the GBA, with a brand-new storyline as well as much-improved graphics.



DISNEY GRIDIRON STAYS IN THE STATES

Konami's Disney's All-Star Sports series is not to include an American football game after all. Konami's Disney's All-Star Sports: Football is now USA-only, though Soccer and Skateboarding are still in the pipeline.



EVOLUTION GAMES EVOLVE...

Konami's two Evolution games we mentioned last issue are now extinct, but a new species has taken their place. Evolution Skateboarding and Snowboarding are not now coming to the Cube, but we're getting the skidoo-based Evolution Snocross instead.



LAST NINJA FOR CUBE

Studio 3 is bringing its Last Ninja series to the GameCube. The Last Ninja will appear on Nintendo's box of tricks next spring.



SoundBites

SHREK SLIPS

TDK's *Shrek* Extra Large has slipped, and will now be released early next year.



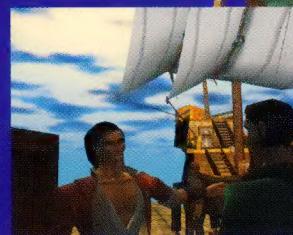
RAYMAN 3 IN MARCH

Ubi Soft's *Rayman 3: Hoodlum Havoc* has been pencilled in for a March release. The game is a platformer (of course), but *Rayman's* world now has a harder edge, and is far less cute and cuddly.



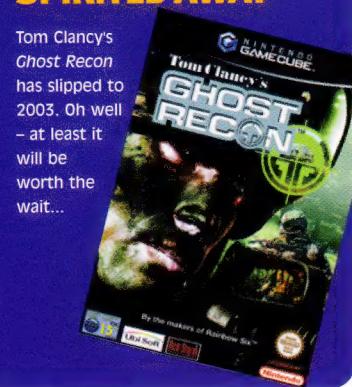
GALLEON MISSES BOAT

To no one's great surprise, Toby Gard's *Galleon: Islands of Mystery* has slipped. Again. It's now due at the beginning of next year, but don't book your tickets just yet...



GHOST RECON SPIRITED AWAY

Tom Clancy's *Ghost Recon* has slipped to 2003. Oh well – at least it will be worth the wait...



RARE SOLD to Microsoft

The rumours were true – Rare and Nintendo have split...

After months of uncertainty, it's finally been confirmed that Nintendo has sold its 49% stake in Rare Ltd, with Microsoft buying up the entire company for \$375 million. The studio, responsible for such classics as *GoldenEye*, *Perfect Dark* and *Donkey Kong Country*, will now produce games exclusively for the Xbox.

Nintendo claims the sale was a business decision. "In looking at the company's recent track record, it became clear its value to Nintendo would be limited," said Peter MacDougall, executive vice president of sales and marketing, Nintendo of America. "In 2001, Rare accounted for only 9.5% of total Nintendo software sales worldwide. In 2002, that number declined to 1.5%." But is this really surprising? The N64's virtually dead, and at the time the announcement was made, Rare's first GameCube game (*Star Fox Adventures*) hadn't even been released. Of course sales of Rare games went down.

Nintendo still has the

copyright on its own characters that starred in Rare-developed games, such as *Donkey Kong*, *Diddy Kong* and *Fox McCloud*. Even so, *Donkey Kong Racing* and the GBA's *Diddy Kong Pilot* seem to have disappeared from Nintendo's release schedule, and are probably canned. Rare's own roster will be carried over to Microsoft, so expect to see *Banjo-Kazooie*, *Conker* and *Perfect Dark* games released as Xbox exclusives.

Microsoft is understandably delighted at its coup. "This partnership significantly broadens our already-outstanding portfolio of games for Xbox and

broadens our reach internationally as gamers around the world have demonstrated their fanaticism for what Rare consistently produces," said Robbie Bach, Chief Xbox Officer at Microsoft. But will the quality continue without Nintendo? As reported last issue, Rare games were often given stupidly-long deadlines, with Nintendo allowing them as much time as they needed to produce really great games and help sell Nintendo's consoles. Microsoft claim Rare will produce "at least five games over the next two years" for the Xbox. Also, while we're all gutted that the next *Perfect Dark* title won't appear on the Cube, most of the people who coded the original and its predecessor *GoldenEye* have since left Rare

anyway, greatly reducing our expectations for the game.

We're sorry Nintendo lost Rare, but we doubt the studio will prove as hot on the Xbox as it was on Nintendo's machines.

More Mega Saves *Help on offer with Resident Evil...*

Following the success of *Mega Saves* for *Super Mario Sunshine*, Datel has released another game-specific memory card. *Mega Saves* for *Resident Evil* is a 4MB card packed with saved positions and cheats for Capcom's updated horror sim. Not only can you use a sneaky save to get past a hard part of the game, you can also start with all weapons and items. And when you've finished with it, you can just use it as a

standard memory card. Not bad for £9.99, the same price as a blank 4MB card...

Programming Pranks *Coders crack joke at their own expense...*

Look what Bits Studios is calling its own game! We played a preview copy of *Die Hard Vendetta* for last issue's preview, saving the game as we went. When we looked at our Mega Memory 16x a couple of weeks later, we found something rather amusing. The programmers are calling their game *Die Hard Vienetta*! Needless to say, they've changed it to *Vendetta* for the final version...





Get Yer SKATES ON

Another inline skater rolling our way...

Rage Software is bringing us the Cube's second inline skating sim. Formerly called Sk8, the title has wisely been changed to Rolling.

Rolling features a line-up of 18 international skaters who excel at the two principal inline disciplines of Street and Vert. Several international skate parks are also featured – look out for Rampworx skate park (Liverpool), Escondido

skate park (California), G-Skates skate park (Kobe City, Japan) and RollerParc Avenue (Paris).

Rage is also working tirelessly within the skating community to ensure it creates a game that's authentic to the sport. Regular input from leading skaters is helping Rolling pack in hundreds of real-life tricks for the player to perfect.



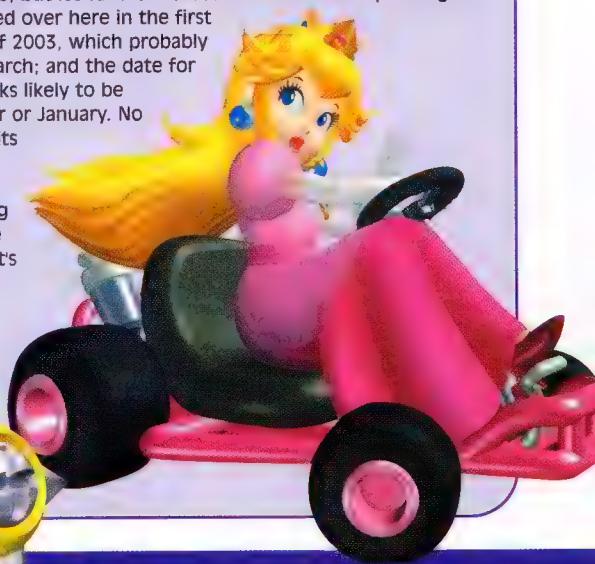
But will it be better than Acclaim's incredible *Aggressive Inline*? Well, we'll find out next spring.

Mario Kart Date Announced

Mazza's racer comes to Cube next year...



A release slot has finally been announced for Mario Kart for GameCube, but it's far from exact and could still slip. The game is expected over here in the first quarter of 2003, which probably means March; and the date for Japan looks likely to be December or January. No news on its final title, though. We'll bring you more news as it's made...



WHAT PEOPLE ARE PLAYING

The Official UK GameCube sales charts...

Charts

1	Super Mario Sunshine	Nintendo
2	Resident Evil	Capcom
3	WWE WrestleMania X8	THQ
4	Super Smash Bros: Melee	Nintendo
5	Turok: Evolution	Acclaim
6	Star Wars: Rogue Leader	Activision
7	Luigi's Mansion	Nintendo
8	Sonic Adventure 2: Battle	Infogrames
9	Super Monkey Ball	Infogrames
10	Pikmin	Nintendo



No surprises in the top two slots. *Super Mario Sunshine* and *Resident Evil* go straight to the top, with Mazza's marvel taking the Number One slot. *Rogue Leader*, the launch Number One, is still holding in there at Number Six, a remarkable achievement for a third-party game. We've a fistful of more Star Wars games to look forward to in the run-up to Christmas too.

SoundBites

DONALD DELAYED

Disney's *Donald Duck: PK* has been put back to 6th December 2002, so expect a review next issue.



TITUS TANKS IT

Titus is working on *Tankers: Smoking Barrels*, expected in the USA next year. The game sees you driving a tank and causing havoc wherever you go. A UK release hasn't been confirmed.



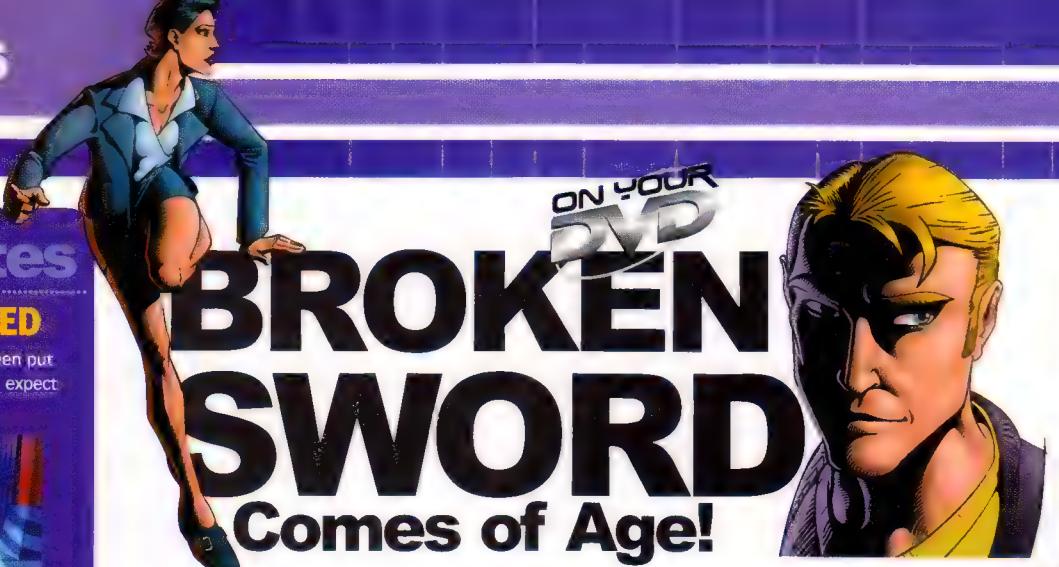
DRAGON'S LAIR DELAYED

THQ's *Dragon's Lair 3D* has been delayed, and will now hit the shelves early in 2003.



BATTLEBOTS BEHIND

BattleBots is slightly behind schedule and is now expected next year.



Popular adventure series to make Cube debut in glorious 3D...

The third *Broken Sword* game is coming to the Cube, but don't expect a tired update of the first two games. *Broken Sword: The Sleeping Dragon* is a very different beast to *Shadow of the Templars* (which enjoyed a hugely successful GBA debut this year) and *The Smoking Mirror*. Gone are the cartoon graphics and fixed backgrounds. Instead, the game is played out in beautiful 3D, with fully-rendered environments and direct control over your character, an experiment that worked very well in the GBA's *Broken Sword* game.

Broken Sword: The Sleeping Dragon has been in development for the last six months, and is scheduled to release at the end of 2003. The game sees the return of George Stobbard and Nico Collard, two of gaming's most enduring heroes, who have enthralled over two



million games players since the series began.

"Whilst we're immensely proud of the previous two games, we felt we'd taken the point-and-click adventure as far as technology would allow", explains Charles Cecil, Managing Director of its developer Revolution

Software. "We've been experimenting with the next-generation development systems and now have a clear vision, both technically and creatively, as to how to bring the series bang up to date, with a new look and new style of play. George Stobbard and Nico Collard return once again, though they will have matured in both characterization and appearance."

The Sleeping Dragon aims to recreate the atmosphere of a dark crime thriller, with the look and feel of a Hollywood action film. It places new demands on the players as they explore a whole new



world of exotic locations. There's more to it than just puzzle-solving though, as Revolution promises the game will demand a mix of skills, including stealth and combat. Along the way, gamers meet some old friends and some new adversaries, while battling against an enemy and threat based upon present-day myths. In short, it's the kind of rich storyboard that has ensured the global popularity of the previous two games.

And the plot? Alas, Revolution's keeping tight-lipped at this stage, but rest assured we'll keep a very close eye on this one. These shots are from the PS2 version, and we believe the Cube shots will look even better.





XBOX RACER DRIVES OUR WAY

An Expanded Wreckless: The Yakuza Missions for the Cube

The popular driver *Wreckless: The Yakuza Missions* is coming to the GameCube, with a host of enhancements and improvements over the Xbox versions shown here. A high-suspense, fast-

paced, no-holds-barred mission-based driving game, *Wreckless* immerses players into the unpredictable underworld of Hong Kong. Gamers can choose from two distinct storylines. Join an elite task force assigned to take down the Hong Kong crime organisations, or become a high-level government agent looking for links between the gangsters and the police.

Pursue thugs and gang members as you race through an interactive city, dodging realistic traffic, tearing through parks and driving on pavements. The cars can get damaged too, and trashing your vehicle affects its performance.

The GameCube version features the 20 missions from the Xbox game, plus another 20 all-new missions and some added two-player action.



The Xbox roster of ten vehicles is expanded by a further 16. Look out for mounted rockets, new sub-missions, interaction with pedestrians, 60 fps gameplay and a Free Roam Mode too.

Looks like our version will be the best, then...

SKIES OF ARCADIA: Legends Announced

US date and more details...

As outlined in Issue Five, Sega is bringing *Skies of Arcadia* to the Cube as *Skies of Arcadia: Legends*. We can now reveal the game will be a 'director's cut' version of the Dreamcast RPG, featuring hours of new gameplay which explores the characters' histories, as well as a refined battle system. The game hits the shelves in January in America, so expect an early summer 2003 release over here.



DO YOU FEEL THE NEED FOR SPEED?

It's one of the greatest drivers on the Cube, and we've got five copies to give away. *Need for Speed: Hot Pursuit 2* features some serious road-racing action, with top performance cars from the likes of Porsche, Aston Martin, Lamborghini and Ferrari. You get to race against all manner of sporty supercars, and hopefully stay one step ahead of the law as the rozzers give chase. When you've unlocked the correct mode you can pull on a uniform and be a cop yourself, giving chase to lawbreaking speedsters in your police-issue machine.

Need for Speed: Hot Pursuit 2 scored 84% last issue, and we've got five copies to give away, with the first entry out of the bag also getting a Datel Mega Memory 16x. To stand a chance of winning one of these ace prizes, just answer this simple question:

Q: Which of the following cars is featured in Need For Speed: Hot Pursuit 2?

A: Reliant Robin
B: Sinclair C5
C: Lamborghini Murciélagos



Calls cost 60p a minute at all times. Lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 6th November 2002 and close at midnight on 3rd December 2002. The editor's decision is final and no correspondence will be entered into.

FIVE COPIES OF HOT PURSUIT 2 AND A MEGA MEMORY 16X

09064 774480



SoundBites

COWABUNGA DUDES!

Konami has snapped up the rights to make videogames based on the new Teenage Mutant Ninja Turtles cartoon. GameCube and GBA games based on the heroes in a half-shell seem likely.



MTV GOES GAME

A new show devoted to music, movies and videogames has launched on MTV. *Eye Ball* airs at 6pm on a Friday, and features film stars who review each other's movies and talk about the latest music and games releases too.



KEEP DEATH ON THE ROADS...

Midway has a new racer on the way for next year. *Nitrocity* is described as "the bad boy of racing games", being based on an illegal road race. You get to gamble on the results too.



GREECE REVERSES VIDEOGAMES BAN

The Greek Government has backed down on its attempt to ban videogames to prevent the spread of electronic gambling. The ban, as reported in last month's G-Force, will now only cover games where financial benefit can be gained through playing.



SETTLERS SETTLE on the Cube

Strategy sim saga makes its console debut...



Those who've complained about the Cube's lack of strategy games should look out for *The Settlers*, the latest in a series of god sims that's proved incredibly successful on the PC.

The *Settlers*' universe offers (according to its publisher, Ubi Soft), "a mixture of history and imagination, all spiced up with cartoon-like elements". The series' console debut is the fifth title in the saga on the PC.

So how does it play? Details are sketchy at the moment, but we can expect the same community-building action found in the PC's *Settlers IV*, pictured here.

The player needs to build up a community of tribesmen in a series of real-life scenarios. Train your guys as farmers, builders, blacksmiths and more as you build your cities, making sure everyone has somewhere to live, enough to eat and all the other things necessary for a safe and happy existence. And don't forget to raise an army too - you're not the only tribe in the land.



"This new game from the cult series will undoubtedly widen *The Settlers*' audience," says Odile Limpach, Managing Director of Ubi Soft Entertainment. "Our production team is currently

focusing on innovative 3D-technology and absolutely new game features."

No release date has been set, but our guess is next Easter at the earliest.

RADICAL RALLY Rides onto Cube



The Paris-to-Dakar event recreated in glorious polygons...

Acclaim is to bring the Paris to Dakar Rally, the world's toughest endurance race, to the Cube early next year. *Dakar 2*, the sequel to last year's *Paris-Dakar Rally* on the PS2, recreates the annual 6,500-mile race from Arras, just north of Paris, south through Europe, into Africa and across the Sahara to Dakar, the capital of Senegal. Drivers race a variety of mixed-terrain vehicles, including motorcycles, off-road 4x4 trucks and rally cars.

"*Dakar 2* is a totally new game rather than a simple improvement on the original".

said Ned Browning, European Brand Manager. "*Dakar 2* provides a distinctive experience that really challenges the player and offers a unique and exciting alternative to the traditional formulaic rally game."



StarCraft Battles Our Way

Blizzard unveils plans to bring the legendary franchise to console gamers...

The Cube is rapidly becoming the console of choice for first-person shooters. The latest game to appear on our already-bulging release schedule is *StarCraft: Ghost*, a sci-fi spectacular featuring massive enemies and a variety of first-person combat styles. As fans of the PC *StarCraft* games know, the series is famous for its real-time strategy games. *Ghost* is the first FPS set in the *StarCraft* universe.

In *StarCraft: Ghost*, players take the role of Nova, a lethal Ghost operative skilfully trained in the arts of espionage and tactical combat. Twenty years of ruthless physical conditioning and techno-psychological instruction made Nova a being of terrifying potential. With the help of a determined group of allies, players follow a series of story-driven missions, engaging in a deadly mix of planetary battles and dangerous solo operations. To complete their mission objectives, players must execute intelligent tactical decisions while mastering an advanced arsenal of sophisticated weaponry.

"We're very excited about returning to the *StarCraft* series," stated Mike Morhaime, president and co-founder of the game's developer, Blizzard Entertainment. "Our roots are based in console gaming, and we look forward to developing this universe for the next-generation console systems."



Slapshot Sensations!



five copies of NHL 2003 MUST BE WON!

It's the greatest ice hockey saga ever to grace a console, and the GameCube version is the best yet! Scoring a sensational 90%, you get to play as teams such as the Boston Bruins, Detroit Red Wings and Los Angeles Kings, as you slapshot, assist and power-play your way through genuine NHL opposition.

Thanks to the good folks at Electronic Arts, we've got five copies of *NHL 2003* to give away, with one lucky winner also bagging a Datei Mega Memory 16x. To stand a chance of taking home one of these sizzling prizes, just answer this simple question:

Q: Which of the following is an ice hockey team?

A: Birmingham City
B: The Eastbourne over '60s lawn green bowling team
C: Detroit Red Wings

When you think you know the answer, call our Competition Hotline on

09064 774478

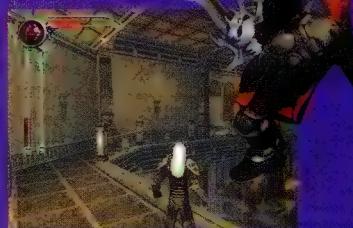
You'll be asked for your name, address and telephone number as well as your answer. Speak clearly, and don't forget your postcode.

Calls cost 60p a minute at all times. Lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 6th November 2002 and close at midnight on 3rd December 2002. The editor's decision is final and no correspondence will be entered into.

SoundBites

BLOOD OMEN 2 DELAYED

Eidos' *Blood Omen 2* will arrive in December at the earliest, not November as previously stated.



BULLETPROOF MONK FOR GC

Empire has snapped up the rights to make videogames based on the forthcoming martial arts flick *Bulletproof Monk*. A GameCube version is expected next year.

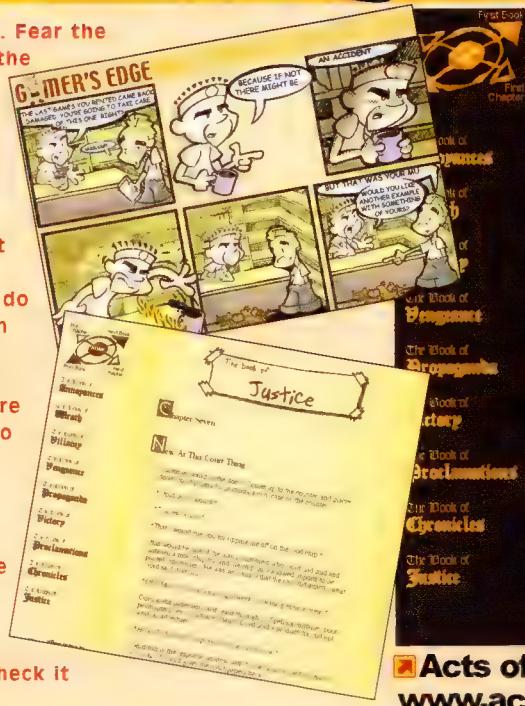


WEB SITE OF THE MONTH

Love the Gord, obey the Gord. Fear the Gord.

But who is the Gord? Well, he's the owner of a videogames shop in Canada. He also edits one of the funniest sites on the web! Everyone who deals with the general public comes across the occasional plonker, and *Acts of Gord* offers a collection of amusing anecdotes about Gord's less intellectually-gifted customers. Take the guy who tried to do a trade-in using games he rented from Gord's shop a few days earlier. Or the woman who wanted to use Gord as an unpaid babysitter, taking her kids there first thing in the morning, intending to collect them at 6.00pm. And some people's excuses for not returning rented games are (literally) unbelievable!

As well as great anecdotes, Gord's site offers the chance to buy some custom gaming gear and he's just launched a comic strip based on his encounters with the general public. Check it out - it's great!



Acts of Gord

Ah Gord... Who is this Gord? Well, let me tell you about Gord.

It took it upon myself to bring the slobbering masses into my embrace, and occasionally one aspiring demigod stood above the rest, and proved himself worthy of the name Owner. One of my most promising Keepers of the Retail Path was The Gord. "Go, I said unto The Gord. "Go, and continue to give to the masses what they so richly deserve!" And he did.

But the story was not yet over. For some time The Gord and I concurrently kept The Retail Path. His Establishment maintained, surpassed and soon eclipsed mine in sheer Consumer Idiocy. Tales were told that begged disbelief "No one," we thought, "Is really that stupid." But the stories continued, and the cries of the wretched grew louder and more plentiful. The stories were true. The Gord had become an Owner in Hell. Witness after Witness held forth tales of lunacy and mental vacuousness.

And when I travelled from the hallowed halls of my Game Store and visited the Game Store of The Gord, the truth became apparent. I have no cause to disbelieve the veracity of the tales told here. The truth, it would certainly seem, is contained herein. Go now, and read of The Gord, and know that he has walked the path of the

Acts of Gord
www.actsofgord.com

SoundBites

NHL HITZ FOR HANDHELD

Midway is bringing its arcade hockey game *NHL Hitz 20-03* to the GBA. The game features three-on-three action.



INJUSTICE FOR ALL ON ADVANCE

DC Comics' Justice League, a group of the greatest superheroes ever, is coming to the GBA next year. *Justice League: Injustice for All* features Superman, Batman, Wonder Woman, The Flash, Green Lantern and more.



DR MUTO SHRINKS

Dr Muto, Midway's madcap GameCube platformer, is also coming to the GBA. Its release date is unknown, but we expect to see it next year.



GAUNTLET FOR GBA

The less-than-well-received Gauntlet update *Gauntlet: Dark Legacy* is coming to the Advance this year. Let's hope it's better than the GameCube version...



ADVANCE NEWS

Breaking news on the world's greatest handheld.



Zelda's GBA Connection Revealed

Play the game on your telly, and follow the map on your Advance...

After lifting the lid on the way *Legend of Zelda* for GameCube uses the GBA/GC connection, Nintendo has now released new screens of the two games working in unison.



Defender Update on Advance

Midway brings its ageing classic to the small screen...

Defender's back! After over 20 years, the original side-scrolling shooter is coming to the Advance in a completely updated game, with the original thrown in for good measure.

Featuring a fully 3D, third-person chase camera, *Defender* drops players into the explosive action of an alien invasion where they must utilise speed and control to outwit the enemy. Ship upgrades are available, including shields, advanced weapons and engine enhancements. Hyperspace technology allows players to

instantaneously relocate the ship to one of several predetermined locations to help in defeating the aliens.

Aliens can be taken head-on in single-player Campaign Mode or defeated with a friend in the two-player, Co-operative Campaign Mode as you deploy an arsenal of weapons such as a grenade launcher, fast-lock missile launcher, fireball launcher and gas launcher.

While we're massive *Defender* fans here at G-Force, by turning the side-scrolling original into an into-the-screen offering, is the end result still *Defender*? Let's hope so. Screenshots are from the 1980 arcade original.



In the GameCube game, Link can equip a GBA as an item – check out the top-right corner of the GameCube shot shown here. When the GBA is equipped, Link is asked if he wants to 'Summon Tingle'. Choosing 'Yes' sends a short data file to the GBA, which must be connected to the second joypad port. The Advance screen offers a map of the area, showing Link (the arrow) and enemies

(dots). The player can scroll around the map, independent of the action on the main screen. Inventory items and the other equipped item are also shown.

How you gain the GBA function within the GameCube game is not yet known, but we expect it will have to be bought or won rather than being available right from the start.



Weird Peripherals

Yes, it really is a steering wheel for your GBA...

This really takes the biscuit. It's a steering wheel, for your Game Boy Advance! We've yet to get our hands on one, but it looks pretty interesting. Your GBA clips behind the wheel, which stands on your desk. You see the GBA screen through the centre of the steering wheel. We'll let you know how well it works next issue, but for now, here's an early look at it...



COMING SOON...

Here are next month's release schedules for Japanese and American games. Remember, dates often slip, so we can't guarantee they'll arrive right on time...

IN THE UK...

16TH NOVEMBER	
Wreckless	Activision
18TH NOVEMBER	
Metroid Prime	Nintendo
22ND NOVEMBER	
Tony Hawk's Pro Skater 4	Activision
Godzilla: Destroy all Monsters Melee	Infogrames
Disney All-Star Soccer	Konami
Star Fox Adventures	Nintendo
29TH NOVEMBER	
Minority Report	Activision
Star Wars: Bounty Hunter	Activision
Mat Hoffman's Pro BMX 2	Activision
James Bond 007: Nightfire	Electronic Arts
NBA Live 2003	Electronic Arts
Mario Party 4	Nintendo
Scooby Doo Night of 100 Frights	THQ
Jimmy Neutron Boy Genius	THQ
Hot Wheels: Velocity X	THQ
The Sum of All Fears	Ubi Soft
NOVEMBER	
Rally Fusion: Race of Champions	Activision
Ace Golf	Eidos
Robotech: Battlecry	TDK
6TH DECEMBER	
Vexx	Acclaim Entertainment
Knockout Kings 2003	Electronic Arts
Tiger Woods PGA Tour 2003	Electronic Arts
Driver 3	Infogrames
Wario World	Nintendo
Disney's Donald Duck: PK	Ubi Soft
Super Bust-a-Move All-Stars	Ubi Soft
DECEMBER	
Reign of Fire	BAM! Entertainment
Blood Omen 2	Eidos
LATE 2002	
Army Men: Air Combat The Elite Missions'	3DO
BMX XXX	Acclaim Entertainment
Legends Of Wrestling II	Acclaim Entertainment
Super Monkey Ball 2	Infogrames
Dungeons and Dragons Heroes	Infogrames
Nickelodeon Party Blast	Infogrames
Monopoly Party	Infogrames
EARLY 2003	
1080° White Storm	Nintendo
Mario Kart	Nintendo
Legend of Zelda GC	Nintendo
Burnout 2	Acclaim Entertainment
Dakar 2	Acclaim Entertainment
Powerpuff Girls: Shock of Ages	BAM! Entertainment
Batman: Dark Tomorrow	Kemco
Resident Evil Zero	Capcom
Micro Machines	Infogrames
Disney All-Star Skateboarding	Konami
Mortal Kombat Deadly Alliance	Midway Games
Defender	Midway Games
Shrek Extra Large	TDK
Dragon's Lair 3D	THQ
Evolution Worlds	Ubi Soft
Crouching Tiger, Hidden Dragon	Ubi Soft
Galleon (but don't hold your breath)	Interplay
Jane's Attack Squadron	Xicat Interactive
Top Angler	Xicat Interactive

IN THE STATES...



12TH NOVEMBER

Rally Fusion: Race of Champions
Resident Evil Zero
Rocky
Shox
Evolution Worlds
Whirl Tour

Electronic Arts
Capcom
Rage Software
Electronic Arts
Ubi Soft
Ubi Soft

19TH NOVEMBER

James Bond 007: NightFire
Medal of Honor: Frontline
Metroid Prime
Star Wars Jedi Knight II: Jedi Outcast

Electronic Arts
Electronic Arts
Nintendo
Activision

22ND NOVEMBER

Mortal Kombat: Deadly Alliance
Star Wars: Bounty Hunter

Midway
Activision

NOVEMBER

Army Men Air Combat: The Elite Missions
Battiebots
BMX XXX
Fireblade
Mary-Kate and Ashley Sweet 16
Men in Black 2: Alien Escape
Minority Report
Monopoly Party

3DO
THQ
Acclaim Ent
Midway Games
Acclaim Ent.
Tantalus
Activision
Infogrames

DECEMBER

Glass Rose
AFL Live 2003
SpongeBob SquarePants: Flying Dutchman
Super Bust-A-Move 2

Capcom
IR Gurus
THQ
Ubi Soft

LATE 2002

ATV Quad Power Racing 2
Baldur's Gate: Dark Alliance
Burnout 2: Point of Impact
Enclave
Hunter: The Reckoning
NBA Ballers
Pillage
Rayman 3: Hoodlum Havoc
Doshin the Giant
Galleon: Islands of Mystery
Knights
Sgt. Cruise

Acclaim Ent
Interplay
Acclaim Ent
Starbreeze
High Voltage Software
Midway
Zed Two
Ubi Soft
Nintendo
Interplay
Swing! Entertainment
Titus

EARLY 2003

XIII
Dr. Muto
Skies of Arcadia Legends
Vexx
Dakar 2
Legend of Zelda GC
1080°: White Storm
Army Men: Sarge's War
Conflict: Desert Storm
Daredevil
Haven: Call of the King
Ikaruga
Micro Machines
Project BG&E
Roll-o-Rama
Shaun Murray's Pro Wakeboarder
Summoner 2
Wario World

Ubi Soft
Midway
Overworks
Acclaim Ent
Acclaim Ent
Nintendo
Nintendo
3DO
Sci Games
5000ft, Inc.
Midway Games
Infogrames
Infogrames
Ubi Soft
Nintendo
Activision
THQ
Nintendo

IN JAPAN...

NOVEMBER

Eternal Arcadia Legend
Batman: Dark Tomorrow
Mr. Driller Drill Land

Overworks
Kemco
Namco

13TH DECEMBER

Legend of Zelda GC

Nintendo

19TH DECEMBER

Sonic Mega Collection

Sonic Team

LATE 2002

1080°: White Storm
Disney All-Star Sports: American Football
Disney All-Star Sports: Basketball
F-Zero
Bokujou Monogatari 4
Crouching Tiger, Hidden Dragon
Touge Battle
Winning Eleven

Nintendo
Konami
Konami
Nintendo
Victor Interactive
Ubi Soft
Genki
Konami

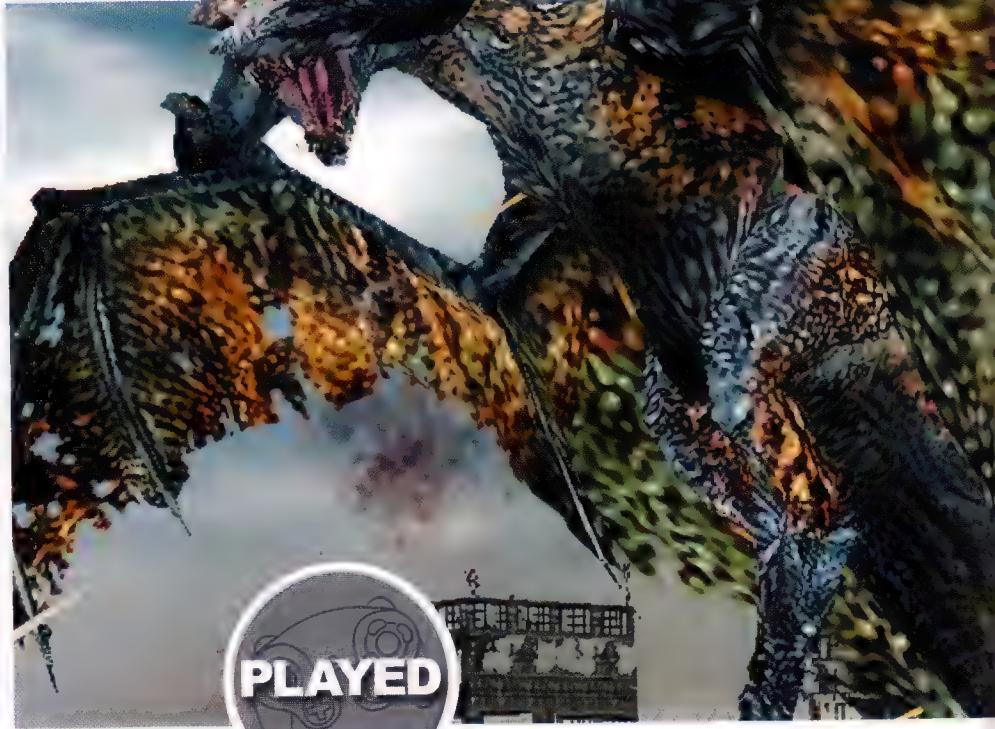
EARLY 2003

Soul Calibur 2
Ikaruga

Namco
Infogrames



COMING SOON...



REIGN OF FIRE

London's not been this hot since 1666...



It's been years.
It's been tens of thousands of years.
The dragons have been hibernating for a long time, but now they're back to reclaim the Earth...

So runs the plot of the hit movie *Reign of Fire*. Dragons eat ash, so they burned everything to a crisp and gobbled it up. But as the dragon population grew, they fried too much of the Earth and caused the last Ice Age. Robbed of food, they entered hibernation to give the planet time to heal itself. And that time is now...

The GameCube interpretation of the movie lets you play as the humans, who must farm the lands and defend their remaining territories



against the fiery onslaught. There's also an unlockable section that lets you control the dragons, forcing back the

humans and defending the all-important bull dragon, a huge beast that resides in a ruined London.

Beware of the Bull...



➤ There's only one male dragon. If the humans can kill it, dragonkind can no longer reproduce and faces a slow death. As you would expect for an end-of-game baddie, he's enormous – it takes a tank to topple him...

AS HUMANS...

When playing as the humans, you control a series of vehicles such as jeeps, buggies, tanks and transporters. A little more work needs to be done on the handling, as at present they cling to the ground too much on steep slopes and staying on the roads doesn't give enough extra speed, but these issues are being addressed. The fusion of driving and shooting works well, with two control methods offered. One limits you to blasting in the direction you're facing, while the other separates gun and vehicle movement for a trickier but more versatile ride.

The technical aspects of the human levels are also impressive. The textures are suitably gritty and rugged, and the 3D world as a whole is solid and believable. The team have used particle effects wisely and sparingly, so (for example) a burning field produces plenty of smoke, but you don't get dust clouds when your jeep skids around a muddy corner. And nor should you. It's little touches like this that give the game a fluid and organic atmosphere.



Dropping you in it...



Q The dragons can pick up and drop humans and vehicles. Burning humans can be carried away to spread a fire, and heavy vehicles like fuel tankers make good bombs. Or you could drop someone on his head just for the sheer hell of it...



Q Spend too long in the flames and your vehicle overheats and explodes.

AS DRAGONS...

'Fluid' and 'organic' are also the buzzwords for the dragon missions. The way they fly is excellent. Not realistic – they fly like nothing on Earth because they ARE like nothing on Earth – but the sublime understatement as they flap their wings is exactly how you imagine these magnificent beasts would fly. Check out the in-game action on our DVD and you'll see what we mean.

The dragons have two weapons: fireballs and napalm blasts. The fireballs hit heavier, but items struck by napalm burn continually. Thus fireballs are ideal for trashing vehicles and structures, while napalm is great for burning crops and setting fire to airships.

The version we saw is a fair way off being finished. It's running a little slowly, something Bam! promises to change for the final game, and there are one or two handling issues too. Even so, the sheer variety and originality offered

by *Reign of Fire* makes it very promising indeed. If Bam gets the finishing touches right, it should be a blast... □

Artistic Licence

The game follows the film very closely, with each mission taking a scene from the movie and bringing it to life on the Cube. The dragon levels mirror the human scenes, so where as a human you must (for example) protect a crop and rescue the farmers, in the dragon equivalent you must destroy the crop and kill the farmers.

The Developer Speaks...

We talk to Bam! boss Matt Wilkinson.



Matt Wilkinson, Managing Director, BAM! Studios Europe

Q How closely does the game mirror the film?

A The storyline is loosely followed in the game. Over the last two years we've received numerous versions of the movie script, with lots of things added, removed or altered. There were a number of ideas in early drafts that didn't make the final film that we decided to keep in the game. One such feature was the inclusion of Jakyls, young land-based dragons that make perfect cannon fodder.

Q What were the main difficulties in bringing the game to the Cube?

A The GameCube is very straightforward to develop for, thanks to its simple architecture, although one of the problems we faced was the amount of RAM available. At only 24Mb, this is considerably less than both the PlayStation2 and the Xbox, so our programming team had to be extremely cunning to cram all the game's features in.

Q How did you make the dragons' flight so fluid?

A This is largely due to the great number of joints and bones in the dragon models and some very well executed animation by the art team. The programming team also implemented a skinning system that creates a continuous skin around the bone skeleton.



Q What areas of the game are you likely to improve on before the finished version?

A The handling and controls still need to be tweaked to suit the GameCube controller. The in-game fire engine also needs to be perfected to ensure that the flash points of the goats, crops and people make them go up as if they were real. There's obviously a great deal of balancing to be done too.

Q Was there anything you would have liked to include but couldn't?

A We considered adding a multiplayer mode, but early on we made the decision to focus all our development time on the single-player mode to maximise the one-player experience.

Q What's the team's favourite section? The humans or the dragons?

A It's really tricky to decide between big guns and big dragons. We've just done a quick poll, and it seems the dragons are in the lead with a 60/40 majority.





UPDATE

FINAL FANTASY: Crystal Chronicle

Square and Nintendo join forces once more. Hurrah!



GAME INFO

PUBLISHER:
DEVELOPER:
TYPE:

ETA

2003
2003
2003

We've precious little to add to our breakin' news story back in Issue Five, but we do have a smattering of delicious concept art. The new game, destined for release next year, appears to offer a less 'serious' look than *FFX*, returning to the cutesy look offered by *Final Fantasy IX*. It's being developed by Squaresoft subsidiary Game Designer's Studio, set up with help from Nintendo's Q fund, a pot of money set aside to finance new GameCube developers. The studio is headed up by Square bigwig Akitoshi Kawazu, who was responsible for the classic *Legends of Mana* series.



The game will definitely utilise the GBA/GC link cable, but neither Nintendo nor Square will reveal how it is used. Rumour has it that the GBA link will be necessary rather than optional, but we doubt this is true.

And that's about all we have. Enjoy the concept art, and rest assured we'll bring you more news as it's made...



History Lesson

The new *Final Fantasy* game sees the series return to the cute fantasy styles of *FFIX*. The last game, *Final Fantasy X* on the PS2, was far more realistically illustrated and also used sci-fi themes, something the concept art for *Crystal Chronicle* suggests the Cube game will avoid.



Too hot to handle

SPYRO
Fires up

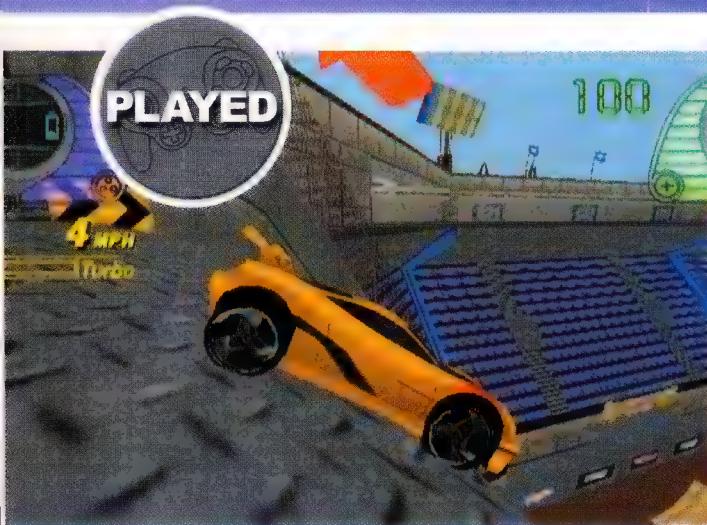
GAME BOY ADVANCE

NINTENDO
GAMECUBE

PlayStation 2



Also Available



HOT WHEELS: VELOCITY X

Crazy car combat...

ON YOUR
DVD

GAME INFO

PUBLISHER:
DEVELOPER:
TYPE:

ETA

29TH NOVEMBER
NOVEMBER
TBA

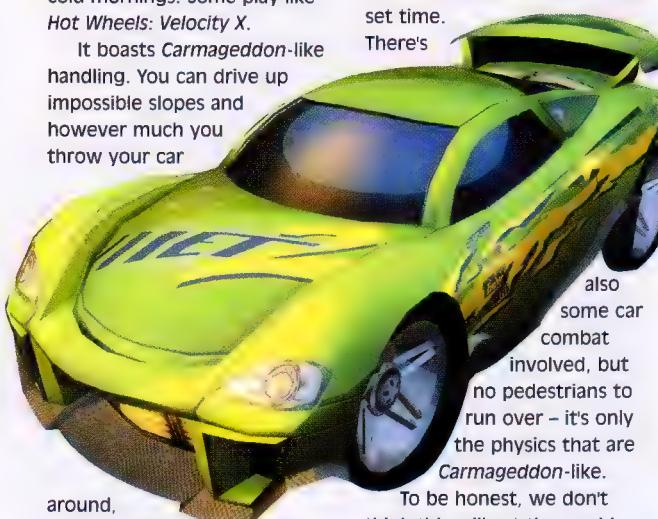
Not all drivers

boast anal-retentive accuracy and so much realism the cars won't start on cold mornings. Some play like *Hot Wheels: Velocity X*.

It boasts *Carmageddon*-like handling. You can drive up impossible slopes and however much you throw your car

through a series of mission-based challenges, such as grabbing a set number of objects, smashing a few crates or reaching a checkpoint in a set time.

There's



around, you always land on your wheels, unless you fail to pull off a stunt such as backflipping the car during a jump. The game is played

also some car combat involved, but no pedestrians to run over – it's only the physics that are *Carmageddon*-like.

To be honest, we don't think this will set the world alight, but it could make a decent rental for those who like their racing suitably over the top. □



LEGENDS OF WRESTLING II

The folk from the fat farm make their move...



Their first effort

was less than legendary, but can Acclaim get it right in the next bout? *Legends of Wrestling II*, their second attempt at making big money out of the grapple game without paying the WWE a licence fee, is coming at the end of the year, and boasts four surprising new inclusions...

Legends of Wrestling II features over 65 bone-benders, including the British quartet of Big Daddy, Mick McManus, Giant Haystacks and Kendo Nagasaki. Daddy and Haystacks ruled the wrestling roost throughout the late '70s and early '80s, though their showmanship outshone their athleticism. McManus' battles with the curiously-absent Jackie Pallo dominated early '70s wrestling, and Kendo Nagasaki was surely the ultimate baddie. We've no screens of these ageing

GAME INFO

PUBLISHER:
DEVELOPER:
TYPE:

ETA

LATE 2002
LATE 2002
TBA

warriors in action yet, but here's a render – yes, Daddy really was that fat!

1-2-3-OUT!

And that's not all. There are new story and career options, some new DVD footage, new signature taunts and new moves. But will it be enough? To be honest, we're a little surprised Acclaim is highlighting new wrestlers and features when what the game

really needs is an overhaul. In our review of the original *Legends of Wrestling* back in Issue Three, we complained that, 'Acclaim has spent too much time on the details when it should have been concentrating on the heart'. The combat just wasn't up to scratch, with limited moves producing near-random outcomes. We hope Acclaim addresses these issues in the second game as well as boosting the roster. □

FIRST LOOK



Artistic Licence

Once again the game is based on individuals who are fatter than the current members of an organisation. As no one connected to the WWE could sign for the game, most of the grapples here are record or independent. The notable exception is Hulk Hogan, whose in-ring character is owned by Marvel Comics, not the WWE.

UPDATE



PICASSIO

Become an international art thief...

FIRST LOOK

GAME INFO

ETA

PUBLISHER:

DEVELOPER:

TYPE:

TBA

TBA

TBA

In Picasso you're working as a cat burglar, assigned to steal the world's most valuable works of art, competing against another art thief who's working for your employer's opponent.

The game is different from other first-person shooters, however, as it's non-violent – your only weapons are a tranquilliser gun and chloroform. This limits the time you have to complete each theft, as the security guards wake up and call for assistance. Your aim is to get in, get your loot, and get out, as quickly and quietly as possible.

To help, you also have high-tech gadgetry such as mini-cameras and night vision equipment, as your aim is to use stealth rather than all-out shooting to beat the super-sophisticated artificial intelligence. We have a few early screens, and to be honest they're not very interesting, but they give you some idea of what to expect. The game has yet to be signed by a publisher, so we've no idea when it will appear, but we'll bring you an update in the near future. □

DEFENDER

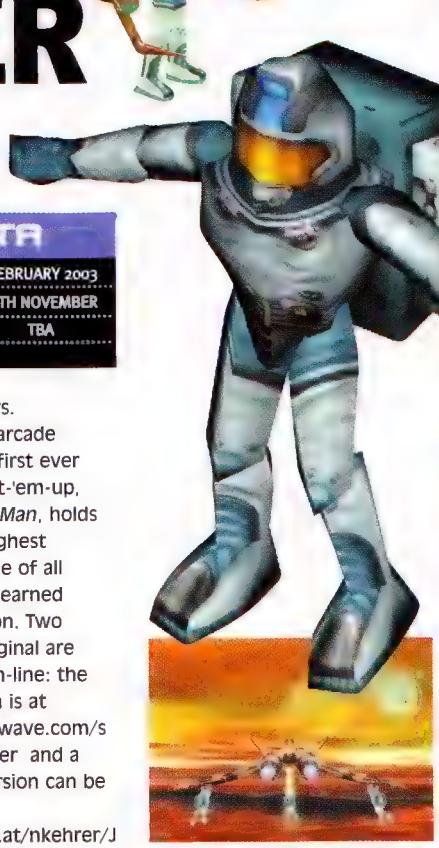
Classic '80s arcade action arrives on the Cube...

GAME INFO

ETA

PUBLISHER:
DEVELOPER:
TYPE:

FEBRUARY 2003
11TH NOVEMBER
TBA

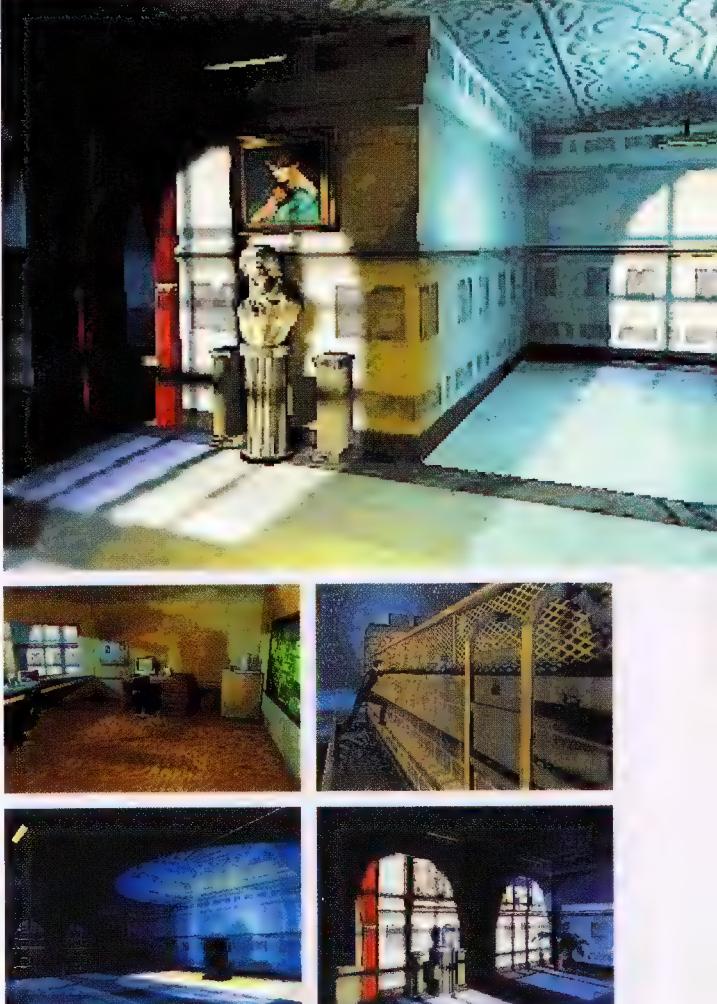


experienced players.

The original arcade *Defender* was the first ever side-scrolling shoot-em-up, and alongside *Pac-Man*, holds the accolade of 'highest grossing videogame of all time'. So far it has earned more than \$1 billion. Two versions of the original are available to play on-line: the Shockwave version is at <http://www.shockwave.com/sw/content/defender> and a JAVA-emulated version can be found at <http://web.utanet.at/nkehrer/JDefender.html>. □

History Lesson

The original was side-scrolling. The new game is into-the-screen 3D. Could it be accused of playing nothing like *Defender*? Only time will tell...





HARRY POTTER

and the Chamber of Secrets



Hogwarts' most famous
pupil makes his
GameCube debut...

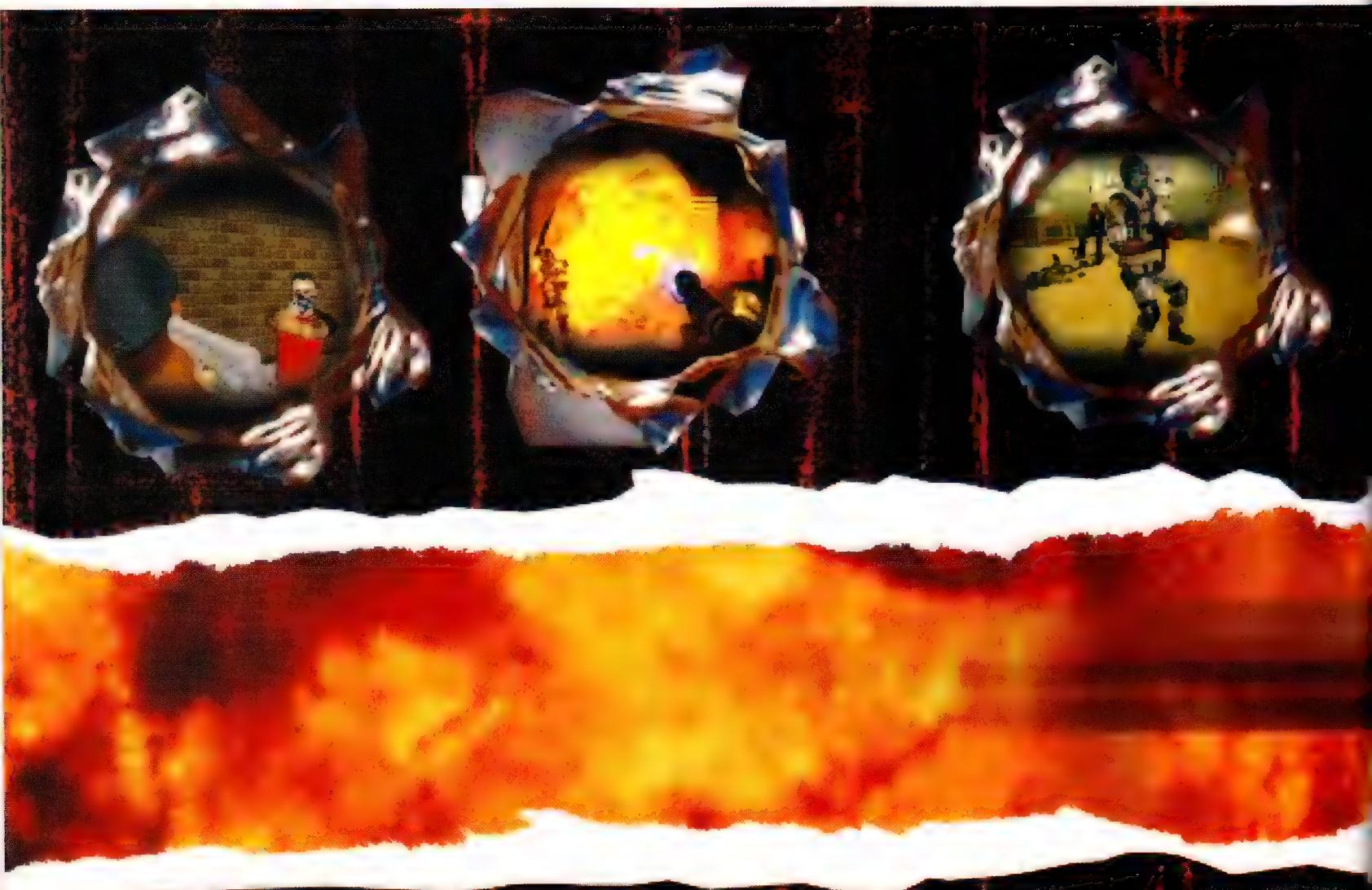


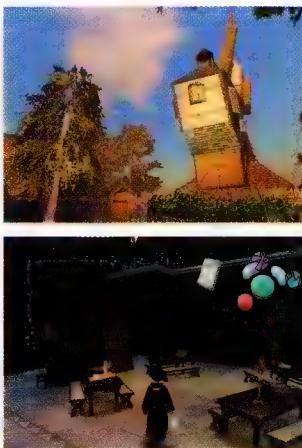
GAME INFO

PUBLISHER:
DEVELOPER:
TYPE:

100

22ND NOVEMBER
16TH NOVEMBER
23RD NOVEMBER





We were expecting this for review this month, but apparently it's been held back. So don't take these release dates too seriously, as they could well slip.

Ignoring Dobby the house-elf's grave warning that disaster will strike if he returns to Hogwarts, Harry embarks on his second year to find Dobby's predictions coming true! He's entangled in a dark plot against his Mudblood

classmates, as students keep turning up petrified! Could Draco Malfoy be to blame, or is something even more malevolent at work? With the help of returning friends Hermione, Ron, Hagrid and Hedwig, players attend new classes to learn second-year spells that will aid them in a quest to uncover the true identity of the mysterious Heir of Slytherin.

On the GameCube, players enter fantastical free-roaming

3D environments from Harry's world. Players become Harry Potter and delve not only into his world, but also into his personality, via an internal 'voice'. Harry can, of course, cast spells, but they must be perfectly executed, or they could be miscast with humorous or critical consequences! Mini-games within levels can be revisited, so players can help Mrs Weasley with de-gnoming her garden, challenge other

students in Professor Lockhart's Duelling Club, or complete other mini-games again and again.

So why isn't it ready yet? Maybe it's being held back for a few final touches to be added, maybe they're having problems with it and it's nowhere

near ready or maybe they don't want advance reviews of it because they don't expect it to score well. Only time will tell – with any luck, we'll have a review ready for next issue. In the meantime, here are some brand-new shots... □

Artistic Licence

The game is very faithful to the novel. You can play Quidditch, meet friends like Hermione, Ron, Moaning Myrtle and pompous Professor Lockhart and recreate thrilling moments such as the Whomping Willow Duelling Club and a confrontation in the Chamber of Secrets.

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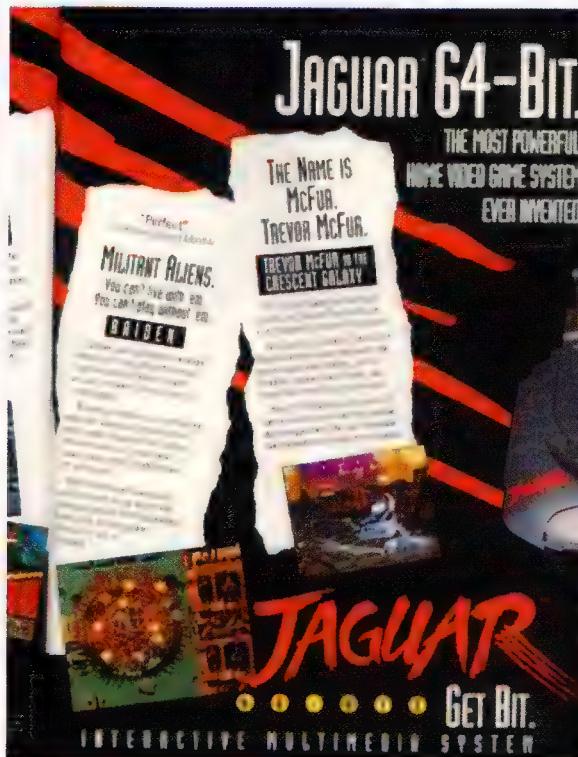
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The console GRAVEYARD

The road to the GameCube is littered with console casualties. Simon Brew takes us on a tour of the graves of machines that were killed by inaction...



THE MIGHTY HAS FALLEN...

Firstly, they were caught out in the early '80s when a global recession sent the gaming scene into sharp decline. Atari wasn't the only one caught out by this, but their 7800 console never caught on, sending the company back to the drawing board for their next such project. Over the following ten years several things were tried, again mainly in home computing. But Atari also produced two of the most significant corpses in our console graveyard, neither of which deserved the fate it received. The Jaguar was a powerful, 32-bit machine that was badly timed, badly marketed and badly received. Yet packed into the box was

32-bit power that put its main competitors at the time – the Mega Drive and the SNES – to shame. Sadly, whilst the Mega Drive and SNES had powerful games such as *Mario*, *Sonic* and *Street*

Fighter to shift the machines, the Jaguar was living embodiment of the fact that it is software that sells consoles, and not the machine itself. It didn't help that the Atari marketing machine was a mere runt alongside the huge sums of money their main competitors were pouring into promoting their wares.

It wasn't lack of good software that killed the Atari Lynx, though. Again, this handheld machine technically compared well to the

competition, trouncing the Game Boy and offering a good challenge to Sega's Game Gear on capabilities alone. In this case though, both Sega and Atari misread the market.



Missile Command – it's not the same without a trackball...

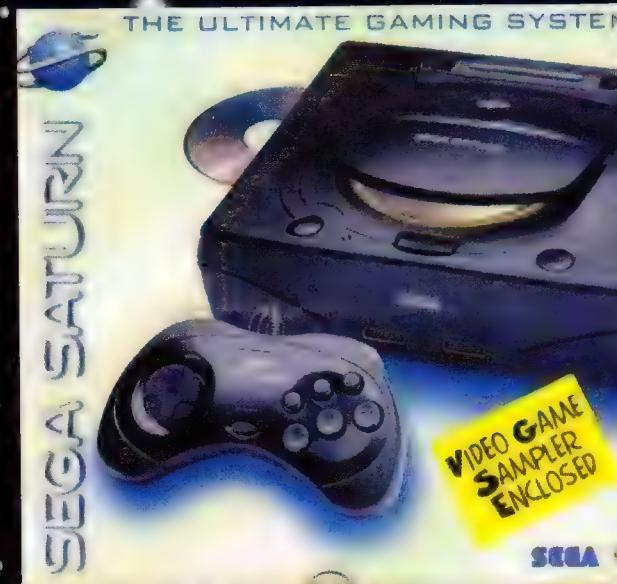
Nintendo took a gamble with their handheld, reducing the specs but increasing the battery life of the machine. A set of four AA batteries would run two or three times longer on a Game Boy than any of its handheld rivals. This was a big turning point in the handheld battle, and despite big-name licences such as *Batman Returns* on the Lynx and the inevitable *Sonic* game on the Game Gear, neither could compete and neither format had a title with the simplicity and widespread appeal of *Tetris*. This really was quite a coup at the time for Nintendo, and the success of the Game Boy has underpinned the company's fortunes even when the N64 wasn't meeting expectations. After all, who'd have thought that the only handheld that couldn't do colour would emerge victorious? Incidentally, there was another, little-heard-of machine around at the time too, the Cheetah Gamate. Cheetah were a prominent joystick manufacturer of the time, and after this attempt they quickly realised they should stick to what they're good at, because they couldn't make a console to save their lives *Idiot* Tiger Electronics and the Game.Com: Edi. ▶



THE SEGA STORY

The handheld battle wasn't the only time Sega fell foul of Nintendo in the console wars: The most recent example is the hugely-underrated Dreamcast console, which most hardcore gamers admit boasted a staggering selection of quality games, but the machine simply didn't catch on. Sega was drained of resources by past console failures when it came to promoting the machine, and gamers who were burned by earlier Sega consoles simply refused to trust the company with their money and waited for the PlayStation2 instead. Ironically, even now the PS2's software library doesn't contain as many really great games as the Dreamcast's. An unworthy end for an excellent machine, and if you see one in the bargain bin, it's well worth picking up.

But you don't have to look back too far to understand why people were reluctant to back Sega again. Perhaps its most spectacular failure was the Saturn, which had a good head start in terms of time on the original PlayStation and the Nintendo 64. But it was overpriced, took for granted a in-built support for Sega and simply came up short in the games



department. That said, there were a few strong titles on the Saturn, and in particular *NIGHTS* from the Sonic Team remains one of the highlights of the Sega software catalogue. But the Saturn, and to some degree the N64, both suffered at the feet of the tremendous reaction to Sony's PlayStation machine, and demos released by Sony running up to the launch were enough to convince an already-dubious public that the Saturn wasn't the horse to back.

Yet the cause of this disloyalty from Sega's core support can be traced back to its most successful machine - the Mega Drive. At the height of its success, which pulled in impressive numbers right across the world, Sega went for the greedy option,

lining up two add-ons at around £100 each, which both promised to make the Mega Drive a whole new console. Yet both the MegaCD and the 32X quickly proved to be expensive extras that added very little. Many were furious at this, and

COMMODORE AND AMSTRAD

But if Sega was a big firm burned by the console market in the '90s, it certainly wasn't the only one. Commodore twice tried to penetrate the console scene at the height of the Amiga's success. One of the first to see the advantages of CD technology, both the CDTV and CD32 machines - the latter ironically utilising some of Sony's expertise - were costly failures, with software that's not too kindly referred to as 'shovelware'. To be fair, the CDTV wasn't as fully focused on the gaming

market as a traditional console, but the CD32 certainly was. The usual stumbling blocks to success blocked Commodore's hopes for the machine. Neither received sufficient software support, and neither did they get the kind of promotional backing required. Looking back, Commodore certainly was an innovator, being the first - along with Philips and its CDi system - to launch a genuine CD-based machine. A unlucky case perhaps of too much, too soon?

It wasn't the first time Commodore had failed with a machine that turned a computer into the console. It infamously made a cart-based machine out of the Commodore 64, at around the same time Amstrad made a console - the GX4000 - out of its CPC home computer. Both of them flopped, and flopped swiftly. They were released at a time when computer power was on the up, and they were frankly the wrong machines at the wrong time. In fairness, Amstrad especially was trying to provide a viable British alternative to the Nintendo. They failed.

Bad timing seemed to undermine all Commodore's attempts at entering the console scene. Ironically enough their problem being that they tended to arrive too early, paving the way for others but not earning enough trust from retail to persuade them to stock their consoles widely. The CD32 wasn't helped by arriving at a time when warning sounds were being made about the state of Commodore's finances, and within a year or two of the CD32's launch, the company was dead.

The Hits

Not every console ends up buried in a children's grave. Some machines do, though. Like the TRS-80, the PET, the Z80, the Amstrad CPC, the Amiga, the tatty, overgrown grave stones. Step forward the ATARI 6800, the SEGA MASTER SYSTEM, the NINTENDO ENTERTAINMENT SYSTEM, the SUPER NINTENDO and the SEGA MEGA DRIVE.

We'd put the Game Boy in there were it not for the fact that even now, the little fella is still alive and kicking. Ditto the Sony PlayStation. The middle ground seems to be the N64, the Dreamcast and the GameCube. The last two have a few more followers on the console front, but the N64 is still going strong.





AND THE REST...?

That's pretty much the big names sorted – and Cheetah – but what about the smaller graves on our tour? More recently, one of them belongs to SNK. They, in their wisdom, decided to go head to head with the Game Boy, a strategy even Sony steered clear of when they decided not to fully pursue the PocketStation project. The result was the Neo Geo Pocket, and it really was a strong machine with some good games on it. SNK also earned itself an extra boost when it signed Sonic to appear on the machine, and came up with plans for Dreamcast interaction. Talk about backing the wrong horse...

The Neo Geo Pocket failed for two reasons. Firstly, despite a good advertising campaign, SNK just wasn't as savvy as Nintendo when it came to targeting potential customers (Nintendo aimed much younger, and was just kicking off the *Pokémon* craze as if to endorse that policy). And secondly, by then the Game Boy



had been established for the best part of ten years, and over that time – for Nintendo and third-party developers – had proven to be a very lucrative machine. Thus, it was in few people's interest to support the Neo Geo Pocket and off to the graveyard it went. Ironically, it even launched on the same day as the Dreamcast in the UK.

For further corpses, you need to dig much, much further into the past. The ColecoVision couldn't do much to dislodge the big boys of its era, neither could efforts from Grandstand, Intellivision and Vectrex. And whilst space doesn't permit us digging into this area, many home computers – particularly in the '80s – were very much aimed at the gaming market, to the

BUT WHAT ABOUT NINTENDO...?

At this point, you could quite easily conclude that Nintendo was one of the few companies that survived having a failure on its hands. Even though the N64 was soundly beaten by the PlayStation commercially, it was still a reasonable success. Hands up if you remember the Virtual Boy? Not many, if we're guessing correctly. The only blot on Nintendo's console copybook, the machine was an ill-fated cross between 3D gaming and virtual reality. The idea was that you played games wearing special goggles, which would project the image directly in front of your eyes. Technically, the unit

produced a not-unsophisticated 3D effect, but the fact that you invariably ended up with a cracking headache if you played on it for any length of time wasn't a big plus in its favour. A definite case of an idea that should have stayed in concept corner, it crucially also suffered from a lack of good games, which sealed its fate.

The competitive nature of the gaming scene has led to a situation for the past 15 years where a machine ends up as a big hit or a big failure, with little middle ground (you could argue the N64 was an exception). It put some off launching a machine into the UK completely. The highest-profile example of this was the PC Engine from NEC (also known as the TurboGrafx 16). It's a little unfair to bury this one in the graveyard of failed machines, because in the countries where it was launched, it didn't do too badly. It also played a mean game of *R-Type*.



At the higher end of the market, the Neo Geo really was a Rolls Royce of a machine, aimed at very rich and very hardcore gamers. Effectively an arcade machine in a console form, with almost the same machine inside as many SNK coin-ops of the time, it never launched in the UK and didn't set the tills alight in its home territory. The fact that the average price of a game rarely left change from £120 was undoubtedly a contributory factor, and to be fair, it was never positioned or marketed to a general audience.

Future Candidate

The current generation's most interesting prospect is Microsoft's XBOX. Again, this wouldn't really be a fail if hitting it, as whilst the software has been next to that of the PS2 and GameCube, Microsoft's a far more competitive price. Plus Microsoft seems happy spending endless billions on the looking thing...



name willing to gamble on the console scene. But should they decide to give it a go, they should be warned. The chances of success aren't great, and the console graveyard still has plenty of room for incoming bodies. Our advice? Stick to

playing the Cube, and save your money for *Eternal Darkness*. That's one horse you really can be sure of backing with confidence... □

Simon Brew



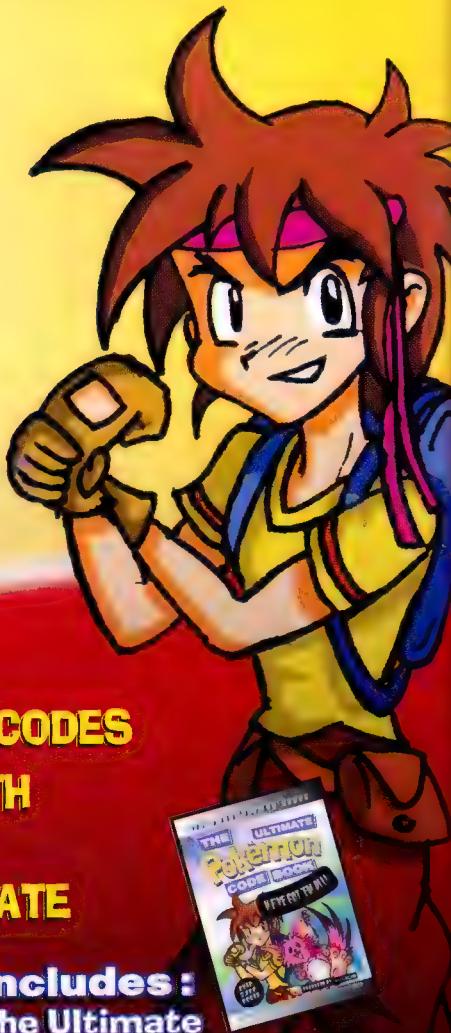
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We give you the release dates for all three territories. If you don't want to wait for the UK release, you can soon check out the import with FreeLoader.

Reviews

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SCORES GUIDE

90+%

A top-class game that sets the standards for the genre.

80+%

Fine fun to play, but falls short of all-time classic status.

70+%

Still fun to play, but significant flaws are creeping in.

60+%

An average game with little to commend or condemn it.

50+%

Do its flaws outweigh its strengths? The jury's still out...

40+%

OK for an hour or two, but not if you've something better to do.

30+%

Very little fun at all, and not even worth renting.

20+%

After ten minutes, you want to switch it off.

10+%

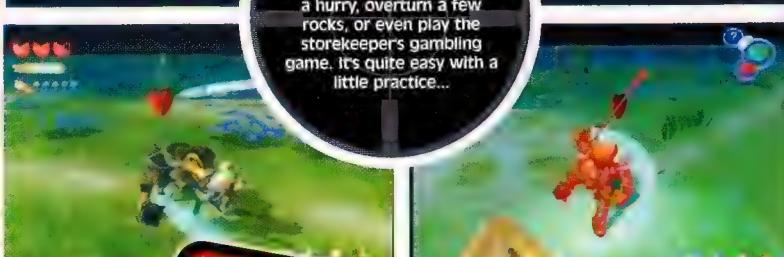
At this level or below, the game is damned-near unplayable.

GC EXCLUSIVE

Games which only appear on the GameCube, and no other console, computer or arcade machine, are stamped 'GameCube Exclusive'. Just so you know...

G-FORCE RECOMMENDS

Only the best games get the G-Force Recommends award! To carry away this illustrious prize, they have to score over 90%, and we don't give scores like that lightly...



STAR FOX ADVENTURES: Dinosaur Planet

Fox McCloud is back with a bang, in the first of two new GameCube adventures.

Jamie checks out Star Fox Adventures: Dinosaur Planet...



Rare has been working on *Star Fox Adventures: Dinosaur Planet* for some time now. This action adventure was originally titled merely 'Dinosaur Planet', and was intended for the N64. Fox McCloud and buddies were added fairly late in the day, when the game was moved from the ageing cartridge-based machine to the big N's new wonder console. And *Star Fox* fans expecting a typical Arwing blast-fest are in for a shock. What we've got here is an excellent *Zelda* clone, with *Star Fox* rather strangely thrown into a



Easy Rider

One of *Star Fox Adventures*' greatest achievements is the diversity of its gameplay. Here Fox has found himself in a *Star Wars* Land Speeder-like race against two bad guys as he tries to rescue Prince Tricky...



► The chase is on to beat the two lizards to the finish line...



► After zooming past the first one, Fox closes in on the second bad boy...



► With some careful high-speed manoeuvring, Fox rams the second lizard off the path and is away into the distance!

might-and-magic olde-worldie dinosaur adventure game. The concept may stink like my editor's socks (watch it - Ed), but fortunately the gameplay doesn't.

Rare has delivered a third-person view

puzzle-'em-up whack-a-fest of the highest order. From the moment you first load the disc, *Star Fox Adventures* oozes the kind of quality we've come to expect

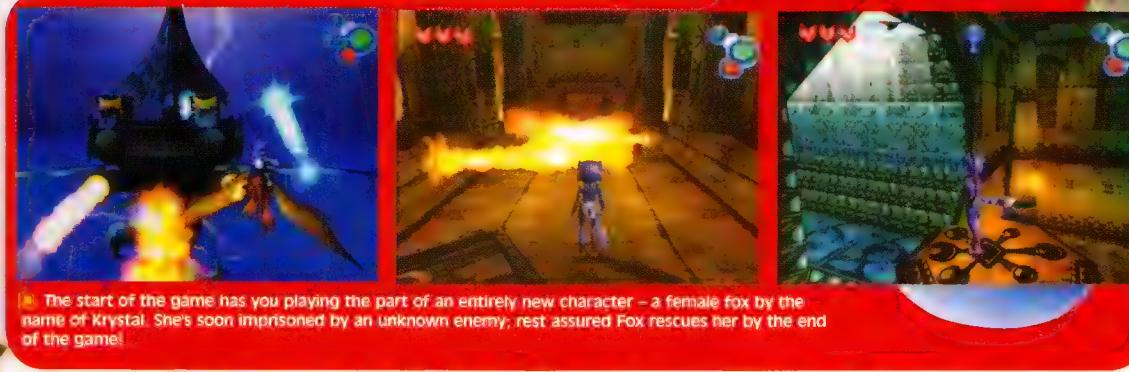
from a core Nintendo title. It's got charm, humour, action, surprises, playability and longevity, not to mention oodles of stunning graphics and quality presentation. But hey, I'd better not close the book on it just yet; there's a whole heap of stuff to tell you about first!



► The many inhabitants of Dinosaur Planet help you in your quest.



Foxy Lady



► The start of the game has you playing the part of an entirely new character – a female fox by the name of Krystal. She's soon imprisoned by an unknown enemy; rest assured Fox rescues her by the end of the game!



PLOT MCLOUDY

All good adventure games should have a suitably insane plot line, and *Star Fox Adventures* is no different. The story goes something like this; eight years have passed since Andross (big boss in the N64's *Lylat Wars*, fact fans) was destroyed by the Star Fox team, who are getting on a bit now. Only Fox himself remains an active pilot, with Slippy having moved on to R&D and Peppy plying his trade as a flight navigator. However, they're soon to be reunited, as General Pepper tempts them with a new mission for a fat cash reward. The evil General Scales has taken over Dinosaur Planet, tearing large sections of it out into space. It's up to you to save its inhabitants and restore the peace!

The game starts with you taking control of a rather scantly clad she-fox warrior by the name of Krystal. After a cool aerial dino battle with a strange flying galleon-dinosaur (I did say it was insane), you find yourself confronted by the evil General Scales. A suitably dramatic cut-scene ensues, complete with mad voice acting in dinosaur-speak ("flibble fibb"), before it's off to restore the spirit of the besieged Krozoa Palace. Sprint down corridors, dodge the odd flying jellyfish and fireball booby-trap and your first mission is soon complete. But no sooner do you restore the palace's spirit than some dastardly meanie jumps you from behind and imprisons you in an, err; floating crystal thing.



This all makes about as much sense as the dinosaur language, but thankfully Fox McCloud is soon on the scene to restore some kind of logic to the game. But egad! I spoke too soon; it seems you're not allowed to use your trusty blaster due to some lame excuse about being more diplomatic, so instead you have to recover Krystal's magical staff as your main weapon on your long quest. The journey into the wild lands of Dinosaur Planet begins...



CONTROL-ASAURUS

The control scheme Rare has come up with is beautiful in its simplicity. As you would expect, the control stick makes Fox walk or run in the relevant direction, depending on how hard you push the stick. A small readout in the top right corner of the screen gives you a permanent reference to the functions of the main face buttons: the 'A' button is used to whip out your staff and beat up enemies, but is also used as a general talk/use/examine command. The 'X' button is useful for making Fox quickly roll in the opposite direction to that which he's facing, whilst the shoulder buttons allow you to enter first-person mode and examine your surroundings, or side-step your way around enemies and obstacles. No jump or climb buttons are needed, with all such acrobatics being performed automatically as and when necessary. Run up to a small gap between two platforms and Fox jumps across for you. Approach a ladder or other climbable surface and Fox hops on to it and prepares to climb by himself. This takes a little getting used to and at first feels restrictive, but you quickly realise you wouldn't actually use a Jump button at any other time even if you had one. This isn't Mario after all...



Awesome graphics – just look at that architecture.

Tricky the Triceratops



Once Tricky has joined you in your quest, a whole host of new gameplay elements open up. By feeding the ever-hungry Tricky blue mushrooms, he eagerly helps you uncover secrets and even solve puzzles by acting as a living counterweight for pressure pads. You can even buy him a ball and play with him, with more secrets to find if you play with him in the right place.



You have collected your...

Several new abilities become available to you as you discover new upgrades for your...

All other, slightly more clever functions are performed using the C-stick. One tap on it opens up a coloured mini-inventory, from which you can choose special items, activate additional staff powers and even control your pint-sized dinosaur sidekick Tricky, once he's joined the team.

The combat system is very straightforward and easy to use, if a little boring. Any long-range weaponry or combat tactics can be employed manually from the 'C' menu, whilst getting close to any aggressive enemy with your staff out automatically locks you on to that enemy, ready for combat. This system works flawlessly, with no complications over target selection; if more than one enemy





is nearby, just move over to the one you want to attack and the game selects it for you. Once you're within whacking range of your selected target, it's time to hammer away on that 'A' button and dish out a thorough beating. Different enemies employ different evasion and blocking techniques to thwart you, but once you know how to handle them, combat becomes a relatively easy challenge. This can be a bit of a disappointment, as some form of manual combo system may have given the fighting added depth, but at least you're regularly confronted with co-ordinated groups of enemies, requiring you to be quick on your feet to avoid being surrounded.



Arwing Action

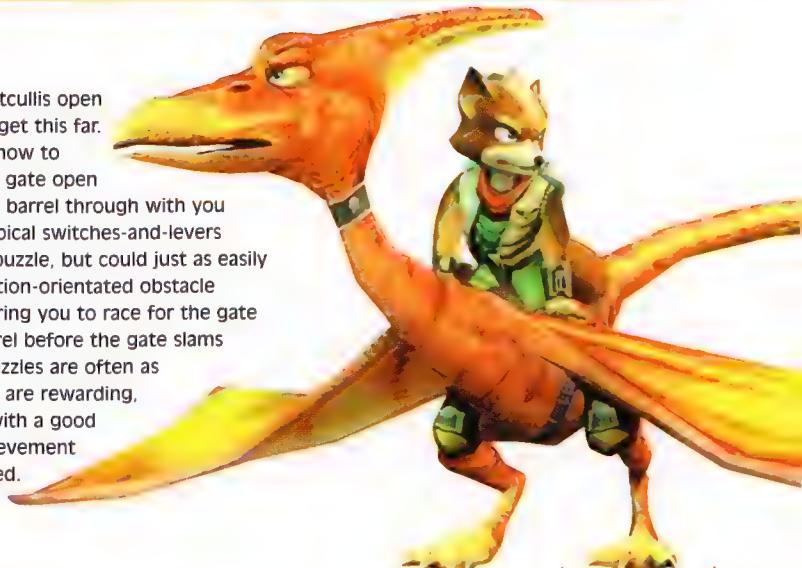


→ Fox's Arwing does make an appearance in the game, and not just to ferry him between levels. A small handful of traditional Star Fox levels are to be found, complete with gold and silver bonus rings, weapon upgrades, smart bombs and all the usual gear.

FOX-LIKE CUNNING

However, combat is only a small slice of the videogame pie here. The main emphasis in *Star Fox Adventures* is on completing tasks and solving puzzles. These are the real bread and butter of any decent adventure game, and are largely well done here. Everything from fetching items to uncovering hidden areas comes into play, with most puzzles consisting of several stages, which keep you nicely occupied. For example, you come across a large crack at the end of a passageway; a sure sign the wall needs to be blown open to proceed. You remember an explosive barrel you passed a short while ago, but you've already used it on a pressure plate

to keep a portcullis open so you could get this far. Working out how to keep the first gate open and bring the barrel through with you could be a typical switches-and-levers brain-teaser puzzle, but could just as easily be a more action-orientated obstacle course, requiring you to race for the gate with said barrel before the gate slams shut. Such puzzles are often as tricky as they are rewarding, leaving you with a good sense of achievement as you proceed.



Staff Upgrade...





Many different enemies stand between you and your goal.



Unfortunately, a few of the story-based puzzles are not as well executed. Quite early on in the game you find yourself needing to give the warp guardian (who incidentally looks disturbingly (but amusingly) like he's been lifted straight out of *Fraggle Rock*) a nice present to persuade him to help you. However, exactly what it is you need to give him is a complete mystery, leading to several minutes of mindless searching the surrounding area and poking around in the shop until you stumble across an obvious gift for him. You have the option of consulting Slippy at any time for advice on what it is you need to do next, but his clues are not always as helpful as they perhaps could be.

DOYATHINKHESAWUS

One area where *Star Fox Adventures* totally excels is in the graphics department. It's no exaggeration at all to say this game is truly stunning, and represents one of the greatest, if not the greatest graphical feast in the GameCube library. The first part of the game sets you up nicely, with moody dynamic lighting effects, realistic weather conditions and gorgeous sparkling particle effects, and this is but a mere glimpse of the eye candy to come. Once you catch up with Fox McCloud and step onto Dinosaur Planet itself, the visual presentation really opens up before you in all its staggering glory. Trees and flowers rustle lightly in the wind, and pools and rivers shimmer and gurgle with reflection and refraction effects between gentle rolling hills complete with tufts of grass, earthy patches and scattered boulders. The dinosaur inhabitants themselves are just as beautifully rendered, with high-quality skin textures and high-polygon-count curved models. That is to say nothing of the main

characters themselves; the level of detail on Fox is a real achievement, with shading techniques used to bring out individual strands of fur. The animation is similarly brilliant, with a whole catalogue of facial expressions used to fantastic effect as you chat to other characters and find new items. With the exception of a few very occasional blurry textures and a small handful of minor instances of framerate slowdown, usually due to the camera's proximity to Fox's massively-detailed fur, *Star Fox Adventures* is a flawless graphical presentation.

Each new area presents you with a different visual theme, with snowy passes, volcanic mountain ranges, open lakes and

Shop 'til you Drop



ThornTail Hollow, the starting city and warp centre of the game, also has a cool shop run by a mysterious floating lizard. Here you can spend all the gold scarabs you collect during your adventure on maps, upgrades and various other trinkets. There are also a few secrets to be found in the shop if you search hard enough...

dark caverns making up just a few of the settings the game has to offer. Snow crunches underfoot as you leave a trail of footprints behind you, and water splashes and ripples around your ankles as you wade in shallow streams. What's more, each area is accompanied by appropriate background music and ambient sound effects to really set the scene. All in all, the sound more than matches the quality of the graphical presentation, with the voice acting in particular being very impressive, if a little ridiculous at times.

Once you consider the progressive scan, widescreen and Dolby Pro Logic II support Rare has included, *Star Fox Adventures* offers presentation that equals any other game on the market, and betters most.

Lizard Lashing

The combat system often throws multiple enemies at you, who must be dealt with individually if you are to survive...



A group of four enemies approaches. If Fox isn't careful, they surround him.

Cleverly side-stepping the group, Fox singles out the first bad guy to be pounded.

With the angle of attack limited, Fox can now plough into each lizard guy in turn. Piece of cake!

A RARE TREAT

Star Fox Adventures is, simply put, one of the best titles on the GameCube. Rare has delivered a truly excellent action adventure, with involving puzzles, addictive character and storyline progression and wonderfully diverse gameplay. A fully living, breathing world is laid before you to explore, filled with wonderful sights and amazing creatures. The level of presentation is truly awesome to behold, and the game mechanics are well put together and easy to use. This is a

game that represents hours of quality gameplay, and one which all sorts of gamers will enjoy playing and feel compelled to complete.

If there are any grumbles to be had, I suppose you could point to some of the less inspired puzzles and the rather dull and repetitive combat, but these two issues only serve to deny *Star Fox Adventures* ultimate classic status. In the face of so much quality, these small misgivings are easily forgiven and quickly forgotten.

If you miss out on *Star Fox Adventures*, you're missing out on one of the best titles to grace this platform. Until *Zelda* comes along this is the best adventure game on the 'Cube, and even *Link* is going to have a hard time topping this... □

Jamie Wilks

VERDICT

UPPERS

- Diverse, challenging gameplay.
- Superb presentation.
- Good character progression.
- Bags of longevity.

DOWNERS

- Some confusing puzzles.
- Occasionally dull combat.

SUMMARY

Star Fox Adventures offers everything you would expect from a top-quality action adventure game, and then some.

99%



"Exactly the right mix of the familiar and the original."

GC EXCLUSIVE!



ON TARGET

Check your ammo during baddle-free moments and reload if you're low. It might save you having to do a time-consuming reload during a firefight.

**G-FORCE
RECOMMENDS**

DIE HARD

Yippee-kay-aye! John McClane's back in a hot first-person shooter, and Ian's gunning for some action...



GAME INFO	
DAMAGE:	£39.99
ON SALE:	
29TH NOVEMBER	
NOVEMBER 2002	
TBA	
NDV	
PUBLISHER:	
DEVELOPER:	boss studios
TYPE:	
NO OF PLAYERS:	
MEMORY CARD:	

It's the little things

that matter. The tiny touches you hardly notice when playing, but combine to create a truly organic, believable world. Take the way McClane checks the ammo chamber and readies a new weapon, instead of it just appearing in his hands. If he didn't,

only a complete anorak would complain he was breaching police procedures. If it wasn't there you wouldn't miss it, but it's these little touches that make the difference between a workmanlike game and a polished experience. There are plenty of these little touches in *Die Hard Vendetta*, but it's got much more than just impressive cosmetics going for it...

Firstly, there's the controls. It's amazing how much they've packed into a standard joypad without ever letting it feel awkward. The usual stuff like strafing, looking up and down and switching weapons/items is there, but you can also toggle between Action and Stealth Modes. The former is for running around, blasting things and generally being a bad-ass, the latter for creeping about unnoticed, usually because you want to sneak up on the bad guys without starting World War III in a room full of innocents. You can grab an unsuspecting villain if you've successfully surprised him, or reload during a quiet moment to avoid running

"Offers lots of variety and changes of pace."

DIE HARD VENDETTA



VENDETTA

out of ammo during a fight. Holding 'L' also gives you a choice of actions, as it lets you aim your gun without moving your body (ideal for precise shots), or alternatively lean left or right to look around a corner without exposing too much of yourself to enemy gunfire.

Anyone who thinks first-person shooters don't work on consoles, think again - *Die Hard Vendetta* proves they do.



Look Who's Back...



Remember Al Powell from the original *Die Hard* movie? The copper who talks to McClane on his radio and is the only member of the local plod support him? Well he's back, and fatter than ever! Bruce Willis didn't licence his image for use in the game, meaning Bits Studios couldn't make McClane look exactly like him. But then, as it's a first-person shooter, you only notice during the cut scenes...



► In the days of *GoldenEye*, people's faces looked like they were drawn on paper plates and glued onto the character model. Not any more...

In Training

Before you start, you can familiarise yourself with the controls in the Police Training level.



► Blast the cardboard enemies, and protect the innocent civilians.



► Walk along the narrow beam - mind your goolies!



► Jump onto the crash mat to avoid hurting yourself.



► Use the moving platform to cross the gap.



► Fight it out with your instructors with paintballing guns.



► Creep around without being spotted in Stealth Mode.

BLOOD 'N' BULLETS

The game's not lacking in the originality department either. Rather than clone the best first-person blasters currently available, Bits Studios has worked hard on giving *Die Hard Vendetta* an identity of its own. Take the Matrix-style slow motion effects as the last foe falls, as explained elsewhere. This slow motion effect is also used during Hero Time, a novel feature that rewards the player for performing heroic acts outside the mission's main objectives, such as saving hostages or protecting the innocent. These actions accumulate Hero Time, which can be used whenever you wish. During this Hero Time, everything in the game except McClane slows to a near-standstill, enabling him to pick off his foes without getting shot.

**Making a Splash...**

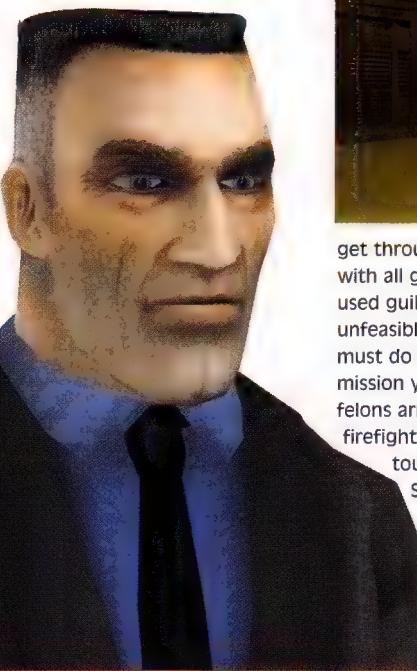
■ The water effects are incredible, whether you're in it or under it. These screens don't do it justice – check out our DVD footage and see it in action. Another great little touch that adds much to the game.

himself. Spend it wisely – it's not inexhaustible. Even FPS regulars are given their own twist. This isn't the first game to use stealth, but how many others let you steal a set of clothes to help you blend into the background? The use of a Sniper rifle has been done before too, but this is the first game where using it to place an important shot causes the camera to follow the bullet. It's exactly the right mix of the familiar and the original.

Like all the best blasters, *Die Hard Vendetta* offers lots of variety and changes of pace. It's not all running around with stupid amounts of military hardware and blasting seven shades of shrapnel out of anyone that gets in your way. Sure, the first mission's like that, with lots of baddies to kill and very few innocents to watch out for, but don't expect to



■ Grab the leader and the others put down their weapons.



get through every mission by charging in with all guns blazing. In the films, McClane used guile and cunning as well as an unfeasible amount of ammunition. You must do so too. For example, in one mission you're faced with a crowd of felons armed to the teeth. Picking a firefight leads to certain death. You're a tough guy, Jim, but you ain't Superman. Instead, steal a set of clothes from one of the tramps nearby and walk around with impunity. Pick out the group's leader and grab him from behind – his minions surrender without

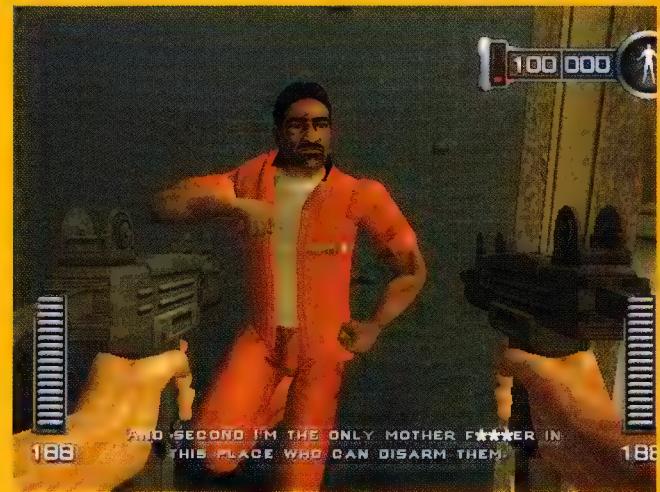


a fight. Pick the wrong guy, though, and they open fire, killing their colleague too. Guess there's no honour amongst thieves. Other puzzles include finding a hiding place while escaping from a prison compound and rescuing a bank manager who's in a very precarious situation (hint – what would a real police officer do?). I can't think of a single previous FPS that's crammed in as much problem-solving without resorting to contrived switch-and-door tasks, though *Die Hard's* can get frustratingly tough at times.

Slow Motion Visuals

■ When the last enemy of a group of foes falls, he bites the dust in slow motion. And if you have to pull off a cool shot like this one, taking out a kidnapper without harming your daughter Lucy, the slow-mo camera follows the bullet on its journey to the target, tracing its path as it speeds through the air and buries itself in his brains. You can skip these sequences if you wish, but it's such an intense game, you'll probably need the breather by then.

Yippie-kay-aye, Muddy Funster!



► Much has been made of the rather, erm, 'colourful' language used in *Die Hard Vendetta*, and it's true - some of it's very colourful indeed. Like the episode where McClane bursts in on a crim in a boutique's changing rooms. "You're ****ing dead," screams the bad guy. "Not yet, ***hole," McClane replies as he blows him away. Thankfully, the swearing is neither constant nor gratuitous, only cropping up where you might expect it had *Vendetta* been a *Die Hard* film instead of a game. Another encouraging sign of videogames coming of age...



Evolution. And the asthmatic hostage who puffs on his inhaler after being rescued. And the record shop called 'Vinyl Fantasies'... □

Ian Osborne



VERDICT

UPPERS

- Superb control
- Original element
- Puzzle-solving
- Brilliantly-created game world

DOWNERS

- No multiplayer mode
- Graphics lack detail

SUMMARY

Scores heavily in virtually every department. Won't last forever, but there's enough to get your teeth into to justify the asking price.

92%

"It's embarrassingly bad."



ON TARGET

Ignore the advice given in the driving school. Most of it's wrong, and none of it is particularly helpful. You do better playing it by ear...

PRO RALLY

Can racing on your own ever be fun?
Ian drives the lonely road...

GAME INFO

DAMAGE:	£39.99
ON SALE:	TBA
OUT NOW	TBA
PUBLISHER:	Ubisoft
DEVELOPER:	Ubisoft
TYPE:	Racing
NO OF PLAYERS:	1
MEMORY CARD:	Yes



This effort clearly shows why you should NEVER buy a game without first reading a review. We got our copy on the day it hit the shelves, and having played it, we're not surprised they didn't send it earlier. It's embarrassingly bad. So what went wrong?

The game's physics are grossly unrealistic. The cars don't drive like all four wheels are in contact with the ground, they pivot on a point near the gear stick. Leave the road and take to a slope and sometimes the car tackles the terrain with ease, hardly sliding at all, but at others it flips as soon as your wheel touches the hill. The game's stupidly over-eager to reposition you back on the track too. Combined with the twitchy handling and the terrain's inconsistent and unpredictable effects on the car, this causes endless frustration. Also, you collide with things when six inches away, which isn't a problem if you drive straight into a wall, but a preposterous pain if you get stuck on an obstacle you should have clipped or even missed altogether.



Another gripe is that the graphics and sound seem half finished. The car and scenery models are fine, but the finishing touches are lacking. Light sourcing is minimal, as are the particle effects, a detail that could really add something to a rally game. The landscapes look very false, with flat, inorganic surfaces bordering flat, inorganic tracks, and you can drive straight through the streams without realising they're there. No splash, no slow-down and no fun at all. The comments from your co-driver are well executed, but the cars sound like a vacuum cleaner with a burst dust bag.

I could easily go on. I could talk about the lack of analogue brake and acceleration controls (honestly!), the erratic steering that causes you to veer back and forth across the road and the flimsy plastic barriers that bring your car to a halt as if they were made of granite, but you get the idea. The fact that there are very few drivers on the Cube is no excuse for this. It would have been unacceptable as an early PlayStation game, and it's certainly unacceptable now. □

Ian Osborne

SOLO RUNS

If the game's execution isn't bad enough, just check out its structure. Initially, most of the game is locked, leaving you with Time Trial (a practice mode in all but name) and Professional options. The latter offers the Championship, the game's main rally event, where cars race against the clock one at a time. But to unlock it you must complete a ridiculous driving school where clipping a cone causes instant failure instead of a time penalty. Suffer 100% damage and you also fail your lesson, though the car suffers no visible deterioration or performance loss. You can roll it without scratching the windows! In the main rally, damage is equally invisible, but affects various aspects of your car (tyres, steering, etc). It's very random and can make your car near-undriveable.



Back to Skool

Before you can start the rally, you have to take a series of tedious tests in the driving school. Clipping a drum or cone means instant failure.

VERDICT

UPPERS

■ Co-drivers work well.

DOWNERS

- The physics.
- The tracks.
- The handling.
- The visuals.
- The fact that it exists.

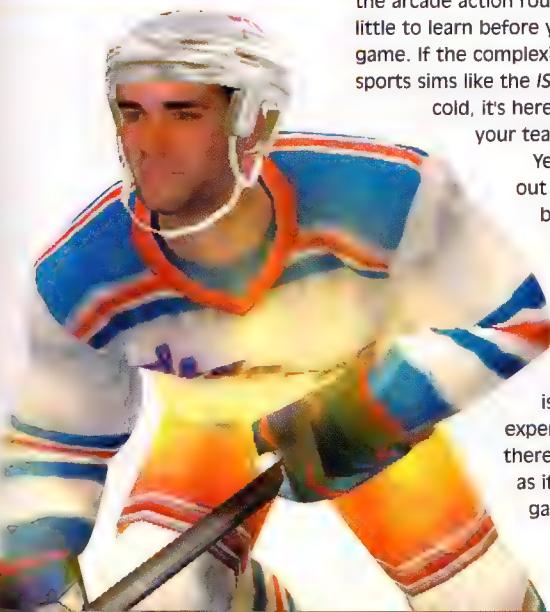
SUMMARY

A sketchy effort that's best forgotten. We've yet to see a classic racer on the Cube, but luckily games this bad are rare too.



"The series' greatest strength is also its biggest weakness."

NHL HITZ 20-03



ON TARGET

Pass the puck across the goal mouth before taking a quick shot. This pulls the keeper out of position.



Exaggerated violence is the order of the day here...

NHL HITZ 20-03

Is this a slapshotting sensation, or will it leave you cold? Ian gets his skates on...



Blimey – another NHL Hitz game already. It's only been six months since the last offering, NHL Hitz 20-02, but already we're hit with a lightly-tweaked sequel. Midway has clearly taken a leaf out of the Electronic Arts marketing manual...

Apart from the inevitable roster changes, there's little difference between this and the 20-02 offering. Once again, the arcade action route is followed, with little to learn before you've mastered the game. If the complexity of hardcore sports sims like the *ISS* series leaves you cold, it's here you should look for your team play action.

Yet, as Simon pointed out in his 20-02 review back in Issue Two,

the series' greatest strength is also its biggest weakness. The game's pick-up-and-play intensity

is achieved at the expense of depth, and therefore lastability. Fun as it is, this is not a game that will last you

forever, except as a multiplayer mash, at which it excels.

SLAPSHOT

To be fair, a considerable effort has been made to extend its lifespan. There's over 120 unlockables, including ability-enhancing kit, player models and fantasy rinks. The AI has been boosted, so the goalies no longer let in soft shots. There's also six great mini-games, such as a shoot-out where you go one-on-one with the goalie, and a rooftop event won by breaking more windows than your foe. Honest! Fun as they are, though, they're pretty short-lived too.

The most important addition to grace the 'new' 20-03 game is the Franchise Mode. Here you start with next to nothing – just a few players and worn-out kit. The aim is to build your team into a world-beating squad capable of taking on the NHL's finest. This is a very worthy addition, and contributes much to the game's lastability.

Franchise Mode aside, there's nothing too different from the previous version. Same arcade action, same 'on fire' mode (though you can now choose when to activate it), same excellent production



Aggressive play sometimes leads to fights. You get to control the action, but it's hardly Tekken...

values and the NHL trivia quiz is still impossible for non-fans. It's a joy to play, especially in multiplayer, but don't expect it to last forever on your own. □

Ian Osborne

VERDICT

UPPERS

- Superb action
- Easy to get into
- Razzmatazz
- Excellent multiplayer

DOWNERS

- Shallow
- Lacks lastability

SUMMARY

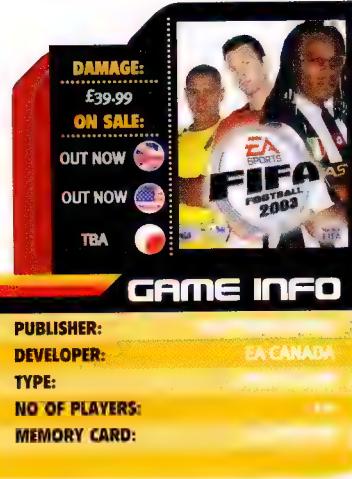
Fantastic brain-off, button-downs arcade action, but not radically different from its predecessor. Best in multiplayer.

80%



FIFA FOOTBALL 2003

The mighty football franchise returns with a new season of club-based action. John is ready for kick-off...



With the welcome distraction of a World Cup filling up the short summer break, it's been a year of unrelenting action for soccer fans. But with a new season now in full swing, supporters' minds are firmly focused on domestic rather than international glory, and wouldn't you know it, gaming's mightiest soccer franchise has also returned in fine footballing fettle with a host of improvements and a whole new round of club-based action.

Forget the talented but rather short-lived *FIFA 2002 World Cup*, because *FIFA Football 2003* is an entirely new ball game. The series has always traded enormously on its authentic reconstruction of the world's finest leagues and best players, and with over 170 separate licences going into this incarnation, you simply can't get a more comprehensive recreation of world club soccer. The Premiership,

Italy's Serie A and Spain's La Liga are all there, as well as a host of lesser known or exotic leagues like the American MLS or Brazil's Paulista Carioca.

EA has also introduced a new Club Championship Mode featuring 18 of Europe's top teams like Real Madrid, Bayern Munich and Juventus, plus the English big three of Arsenal, Man Utd and Liverpool in a blatant and fairly successful attempt to recreate those European Champions' League glory nights without actually licensing the European Champions' League.



► Your keeper shows off his cat-like reflexes.

The Football Council



EA has enlisted Ryan Giggs, Edgar Davids and Roberto Carlos to act as a specialist Football Council on *FIFA Football 2003*, advising on different playing aspects of the game. The Welsh wing wizard's influence on the dribbling is certainly in evidence and with practice, you can beat that last defender, hit the byline and cross for your strikers to fire home.

ON TARGET

FIFA Football 2003 offers a whole lot more for the dead-ball specialist, so practice your free kicks until you can bend it like Beckham.



► The stadia and big-match atmosphere are superb.

THE BEAUTIFUL GAME

FIFA's long been renowned as the beautiful game, and 2003 certainly sets new standards graphically. The look and atmosphere inside the grounds is superb, and the match visuals are excellent, with a huge variety of camera angles, replays, and commentary from John Motson and Ally McCoist giving a real TV-style feel to each game. Although you'll probably want to view from the Tower or TV cams to get the best playing perspective, the camera zooms in at moments of high drama and tension. It's here you appreciate the distinctive player likenesses that are eerily life-like, with individuals' trademark characteristics like Beckham's white boots, Figo's neck chain and Veron's earrings adding new levels of realism.

Once you trot onto the park, prepare for a real gameplay revolution, because *FIFA Football 2003* boasts a substantially different gameplay system. Passing and dribbling have been changed substantially, and instead of the ball just sticking at your feet, you've now got to work to maintain control when in possession and give careful direction to your passes to ensure accuracy. The emphasis has also changed away from *World Cup's* Star Player system. Although your big-money signings still shine, to triumph you need to work much more as a team rather than a set of gifted individuals. One further splendid improvement is a new free-kick system which, with practice, allows much greater depth and accuracy in free-kick situations and enables players like Beckham and Roberto Carlos full rein to weave their dead-ball magic.



► Edgar Davids on a typically robust run through midfield.



► The wall prepares to receive a Roberto Carlos screamer.

ARTIFICIAL INTELLIGENCE

By way of balance, gone is the rather rigid and inflexibly unrealistic AI from *World Cup*. Your opposition now make mistakes and misplace passes, giving each game a more realistic edge. Talking of AI, you also find opposing teams are much smarter and more individual, boasting distinctive tactics and styles of play, and they're certainly more conscious of each match situation. If they take the lead, they drop back and defend deep, but if they're chasing the game, expect them to really

press resolutely in the final third. This combination of gameplay improvements and AI refinements certainly seem to add up to a much more accurate and hardcore style of play which certainly reinforces 2003's claims to be the most realistic and immersive footy experience on the Cube.

So as the final whistle goes, there's little doubt that *FIFA Football 2003* has all the hallmarks of a classic football offering. Authoritative, comprehensive and beautiful to both look at and play, if you want to experience Total Football, then this is one star signing that you should certainly secure for your Cube.

John Houlahan

FIFA FOOTBALL 2003

Shoot for the Top Corner!

► One of *FIFA Football 2003*'s major pluses is the revised free-kick system. Here Roberto Carlos is lining up for a strike. Using the cursor, you aim for the top corner, decide how much spin or swerve you want on the ball, then as Roberto starts his run-up, you've got to hit a golf-style swingometer to maintain accuracy. It's a simple but highly effective way of taking a free kick.



VERDICT

UPPERS

- Superb looks.
- Improved gameplay.
- Authentic teams and players.
- Excellent dead ball system.
- Scary player likenesses.

DOWNERS

- No Champions' League licence.

SUMMARY

Comprehensive, authentic and undeniably beautiful, this is the most playable football game on the Cube.

80%

*"The WWII environments look superb."*

The Nazis ponder their latest fiendish invention.

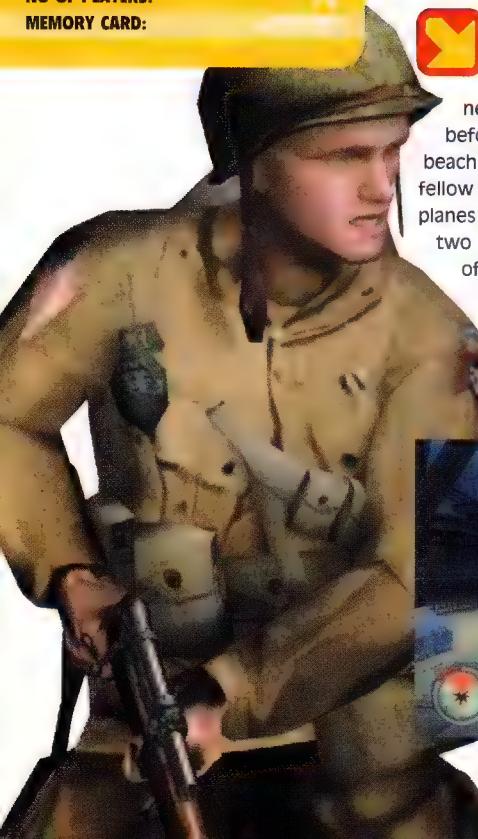


DAMAGE:
£49.99
ON SALE:
29TH NOVEMBER
19TH NOVEMBER
TBA

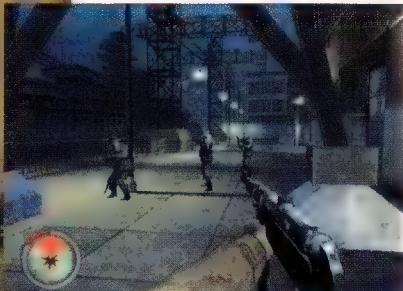
GAME INFO

PUBLISHER:
DEVELOPER:
TYPE:
NO OF PLAYERS:
MEMORY CARD:

EUROPE



From the moment your landing craft's door drops on Omaha beach, you know you've never experienced combat like this before. Machine gun fire lashes the beach head, artillery explosions toss your fellow GIs dozens of feet into the air, allied planes zoom in low on strafing runs and two ominous German bunkers spit a hail of lead fury as you run, duck and crawl every precious inch towards the safety of the razor wire shingle. Welcome to the



world of *Medal of Honor: Frontline*, EA's splendid Second World War-themed shooter which has finally left boot camp and parachuted onto the Cube.

The *Medal of Honor* series certainly has a fine service record, appearing first on the original PlayStation before seeing distinguished service on both the PC and PS2. Now it's finally marching towards the sound of the big guns on the Cube, and it's difficult to imagine a more atmospheric and involving shooter. You take the role of Lieutenant Jimmy Patterson, a special operative sent deep

behind enemy lines in the confusion surrounding D-Day to capture the experimental HO-IX flying wing, a new Nazi super plane which might permanently alter the balance of the war.

Tally Ho Chaps



Frontline's scripted sequences and interludes provide some of the best and most atmospheric parts of the game. Just when it seems you're facing an impossible situation against overwhelming odds they kick in and come to your rescue, in this case in the form of an RAF fighter-bomber. These little touches really add to the tension and your sense of immersion in the game.



ON TARGET

When there's a pause in the action, stop and reload all of your secondary weapons, not just your primary rifle. It'll save you in many a tight situation...

MEDAL OF HONOR: FRONTLINE



Er ...sorry chaps, wrong turning.



Toe to toe with the cream of the Wermach.

ill-fated allied airborne invasion of the Netherlands), but also ranging across France, Holland and Germany, *Frontline* offers a roller-coaster ride through enemy-occupied territory and a wealth of different fighting experiences to explore. Whether you're battling through a sniper-infested French village, smuggling yourself aboard a Nazi U-boat or setting the charges to blow up a vital installation, the action and atmosphere is as intense and unrelenting as anything you've ever experienced and provides the Cube's most mature shooter to date.



21 32



Storming the beach in the spectacular D-Day landing level.

Dances with Snipers

Stalking enemy snipers through *Frontline*'s many and varied levels provides one of the game's finest challenges. These sniper duels are often short, lethal and provide a harsh lesson in the art of marksmanship. They play like a sort of Western Front version of the classic action from the movie *Enemy at the Gate*.

BEHIND ENEMY LINES

It's not just that the WWII environments look superb and feel so authentic, but they're positively alive with scripted sequences, special effects and superb use of sound. Allied squad members join you for some intense street level battles, German Panzers rumble into view, resistance operatives suddenly emerge from the shadows to supply weapons or information, or you might unexpectedly come across an allied officer



hurling abuse at his Nazi captors during interrogation. Each of the five main missions you undertake is nicely paced, extremely varied and highly challenging. The parallels with *Saving Private Ryan* are obvious (and indeed *Frontline* shares the same military consultant, Captain Dale Dye), but these sequences really add to the feeling of being immersed in a living, breathing military campaign.

While the storyline and game engine are impressive enough, they're backed up by some equally substantial gameplay and what feels like a frighteningly realistic combat mechanic. You never get the impression you're facing a bunch of dumb grunts in *Frontline*, and your opponents display some fiendishly harsh and cunning AI. Enemy marksmen can be lethal (especially in the stealthy sniper levels) but surprise a German squad in the middle of the street and they behave just like real soldiers, seeking shelter, supporting each other with covering fire and grenades, or popping up to take pot-shots and pin you



☒ Not the most successful of landings.



19 256



down. Fortunately,

Patterson's got access to a whole arsenal of Allied and German weaponry, from the basic Garand rifle to more specialised kit like the Browning Automatic Rifle, tank-busting Panzerschreck and Liberator pistol. It all adds up to a well-balanced and intriguing set of munitions (especially in multiplayer mode) and we must also make special mention of the superb sniper rifle, which must be amongst the finest and most satisfying first-person shooter weapons ever conceived.



1 / 10



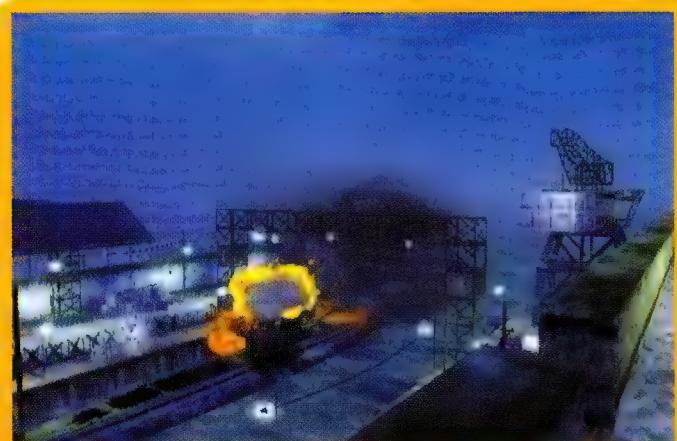
☒ Facing off in the pleasant split-screen mode.



ITCHY TRIGGER FINGER

While the Cube's controller might not be able to offer the precision of a PC mouse and keyboard, *Frontline* certainly does a decent job control-wise, although it does have one flaw. Generally it's very good at the basics of moving, crouching and even strafing, but to bring up a crosshair on any weapon, you have to zoom in with the left shoulder button, which simultaneously limits your movement. This is fine for sniper and longer-range rifles, but for close-quarter Thompsons, MP40s and other SMGs or pistols, it doesn't make much sense and means you're often caught in the open and take much more damage than you should. It's not a major problem and you soon adapt, but some other recoil or accuracy based system for lighter arms might have been preferable.

Dive, Dive, Dive!



☒ Even though the action is compelling enough during the actual gameplay, *Frontline* also makes excellent use of cut-scenes and cinematic finales to reward a successful mission and drive the espionage-led storyline forward. Here we've discovered an ingenious solution to that perennial U-boat problem. Sink them before they leave the dock!

Still it's a small price to pay, because otherwise *Medal of Honor: Frontline* is an outstanding title which has all the credentials to make it the Cube's premier first-person shooter this Christmas. The single-player campaign is as gorgeous and lovely to look at as it is atmospheric and compelling to play. When you add multiplayer options into the equation, with the chance to deathmatch up to four of your friends in a variety of well realised and authentic WW II scenarios, *Frontline* begins to look exceptionally strong indeed. Make sure you're amongst the first to hit the beaches when the balloon goes up this November. ☐

John Houlahan

VERDICT

UPPERS

- Highly enjoyable storylines.
- Involving WW II atmosphere.
- Varied mission structure.
- Great weapons locker.
- Challenging enemy AI.

DOWNERS

- Armies slightly annoying.

SUMMARY

An outstanding WWII epic which richly deserves its place in the Cube's pantheon of FPS heroes.

92%

"There's nothing here that's worth further attention."

DISNEY'S MAGICAL MIRROR



ON TARGET

Just do as you're told. You can get through the game in no time just by following the on-screen hints.

An out-of-body experience....

DAMAGE: £39.99
ON SALE: OUT NOW
OUT NOW
OUT NOW
MEMORY CARD:

GAME INFO

PUBLISHER:
DEVELOPER:
TYPE:
NO OF PLAYERS:
MEMORY CARD:



DISNEY'S MAGICAL MIRROR

Will parents buy any old rubbish with the Disney name on it? This is the game to test the theory, reckons Simon...



So here's the deal. Mickey Mouse is relaxing in his bedroom, when for some nondescript reason, he finds himself pulled into a magical world. How did he enter said world? Through the mirror in his bedroom of course. It's a tough world out there, kids. Best be careful.

This then sets the scene for a tepid and slow adventure-style game. Stars can be collected along the way, which convert into trick points, enabling you to pull off, er, tricks. You need to have amassed enough points to perform each trick, but it's never particularly difficult to find more stars.

Link Up

Barely an issue after the boss had one of his rants about the lack of games that utilise the link between the Cube and the Advance, along comes a title that does. To take advantage of the link, you need the necessary cable (of course), and a copy of the Advance game Disney's Magical World Featuring Mickey and Minnie. Then you can swap objects and unlock extra goodies. It doesn't add anything substantial, but it's a nice talking point for a title that otherwise provokes little conversation.

The basic controls hark back to the old point-and-click adventures of yesteryear. Instead of controlling Mickey directly, you click on the screen where you want him to go, and through an adaptable cursor, you can also use the 'A' button to get Mickey to examine, use and pick up things along the way. This point-and-click system works well enough, but it seems a little pointless when it would be quicker to simply have more direct control over the main character.

TAKING THE MICKEY...

Aimed squarely at kids, *Magical Mirror* doesn't shirk on the multimedia side of things, but thanks to 'leisurely' pacing and increasingly dull cut scenes, the novelty isn't likely to last all that long. Furthermore, there's no real challenge for your money. The game is easy to get through, as in virtually every location it's soon blatantly obvious what you need to do. There are mini-games hidden in there to liven things up, but frankly, they don't.

In fact, aside from the link with the Advance (and that gets a boxout to itself) there's nothing here that's worth further attention. For whether you like Mickey

Mouse or not, you're going to struggle to stay interested in it for longer than an hour or two. Best avoided. □

Simon Brew

VERDICT

UPPERS

- Great graphics
- Recognisable characters
- Uses the Advance link

DOWNERS

- At times, desperately tedious
- Badly paced
- Over-long cut scenes

SUMMARY

Only the Disney name and Advance link-up save it from being written off as the leisurely, time-wasted game that it is.

40%

When the villagers ask for a tree, plant it. They give you hearts. Uproot it straight away and they request it again – plant it for more hearts. Continue for a cheesy growth.



So where do you want to found your first McDonald's?

GAME INFO

PUBLISHER: KETTERHOGL
DEVELOPER: KAZUOSHI IIDA
TYPE: God Sim
NO OF PLAYERS: 1
MEMORY CARD: Yes

DAMAGE: £39.99
ON SALE: OUT NOW
OUT NOW: OUT NOW
OUT NOW: OUT NOW



DOSHIN THE GIANT

Time to have it large – and yellow...



When first released on the 64DD, *Doshin the Giant*'s creator Kazutoshi Iida described the game as 'Populous meets Mario'. As the 64DD was never released outside Japan and cost a small fortune even in its home territory, this bold claim was never truly tested. But now the title's been revived on the GameCube with the criticisms of its graphics and control system taken on board, *Doshin* looks set to get the recognition it truly deserves.

Doshin the Giant is a god sim, the genre invented by *Populous*, though unlike the Bullfrog classic you're not detached from your surroundings. You're visible on the screen as a big yellow giant who looks like he fell out of a cheap Christmas cracker. You must use your god-like powers to aid the little folk who live on the game's sun-kissed tropical islands, moving objects, raising and lowering terrain Populous-style and winning the trust of the initially fearful

natives. Make nice. Treat them well. Plant trees to let the barren lands grow lush, allowing the tribes to build houses and



plant crops. When they grow to like you, they might make requests such as defending their territories against volcanoes or tornadoes, or maybe flattening a piece of land for expansion. In return they build

monuments and temples dedicated to your worship. And that's the aim of the game – get them to build monuments.

Doshin Generations...

Let's face it – there were only two decent games on the ill-fated, Japan-only 64DD add-on for the N64, the first of which was the F-Zero Xpansion Kit for editing F-Zero X tracks. The other was *Kyōri No Doshin*, which translates as *Doshin the Giant*. It boasted some seriously fresh ideas, but was let down by weak graphics and quirky controls, factors addressed in the GameCube update.

"If you liked *Pikmin*, you'll love *Doshin*."

DOSHIN THE GIANT



► Lots of hearts mean your followers like you.



Beyond Good and Evil...

At the touch of a button, you can switch between Giants.



► The yellow guy, Doshin, is good – a builder, peace-bringer, giver of life.



► The red guy, Jashin, is evil. He destroys, smashes and kills.

they're not helpless no-goods who rely on you completely, but grafters who need your help now and again. They want a hand-up, not a hand-out. Some grow fat and lazy, but Jashin deals with them...

LOVE AND HATE

Doshin the Giant isn't without its faults. The main one is it takes too long to get going. Even though the clipping, frame rate and control problems of the original have been solved, it still takes a while to walk around your island. To make matters worse, the map is damned-near useless when you're in a village – you end up leaving in the wrong direction because you couldn't see which way you were facing. The commentator has trouble keeping up too. Still, nearly all those niggles become less important after a while, as you get used to your island and where things are. And the giant? Not everyone will take to his simplistic graphical style, but it worked for me. After an hour's play there are so many villagers doing so many things, the landscape as a whole gets very complicated. Being so basic in appearance separates *Doshin* from the masses, helping him rise above the complex lives of mere mortals, which is exactly how a god should be.

Despite its initial slow pace, and the fact Nintendo didn't send out review copies (which is usually the sign of a bad game), *Doshin the Giant* is a



real treat. Its strengths are in empathy rather than action, serenity rather than speed and contentment rather than adrenaline. It's a feel-good game. If you liked *Pikmin*, you'll love *Doshin*. □

Ian Osborne

VERDICT

UPPERS

- Satisfying.
- Blends two genres.
- Very original.
- A real thinker.

DOWNERS

- Slow pace.
- Lousy game.

SUMMARY

Overall a nice little game and not afraid to try something new. It has a few缺点, but is definitely value for money.

88%

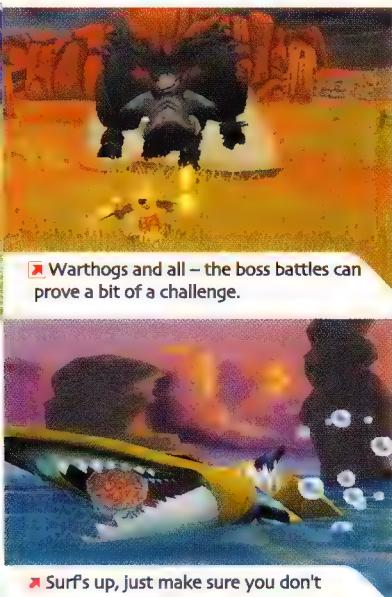
HEARTS AND SKULLS

But there's more to your relationship with your citizens than posh churches. Do something which gains their approval and you get a heart on the screen. Do the opposite and you get a skull. Needless to say, doing nothing but good isn't an easy option. As your giant grows he can move around faster, but is more likely to step on an islander or a house.

If you want some serious destruction, at the touch of a button you can change to Jashin, a big red monster that turns all hearts to skulls but is great at trashing things. And there are times when things need to be trashed. A building might be in an awkward place, or you might need to clear a firebreak to stop the blaze spreading. All these are important things to think about...

The heart of the game is the little folk you help out. You really grow to care for them. Tread on their toes and you almost feel their pain as they hop around holding their foot, and when they worship you, it makes you feel glad you helped. Maybe it's because they're so much like us. They work, they play, they eat, they sleep –



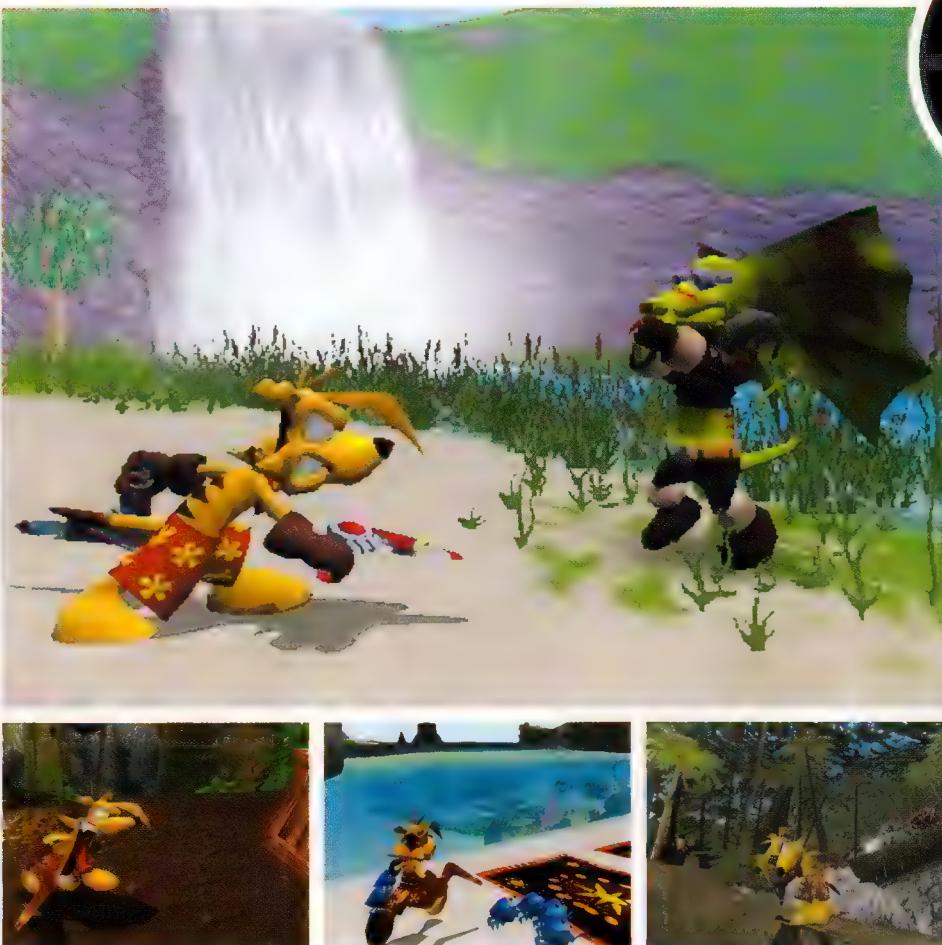


► Warthogs and all – the boss battles can prove a bit of a challenge.

► Surf's up, just make sure you don't become a shark's lunch.



PUBLISHER:
EA
DEVELOPER:
Krome Studios
TYPE:
Platformer
NO OF PLAYERS:
1
MEMORY CARD:
TBA



ON TARGET

Collect as many golden cogs as you can, as these unlock new boomerangs for Ty to use.



TY THE TASMANIAN

John indulges in adventurous antics in the outback with the last of his breed...



G'day fellas, and welcome to *Ty the Tasmanian Tiger*, a laid-back but remarkably fair-dinkum action adventure from EA's Krome Studios. We're firmly at the cute end of platform game territory here. And with a title like that, you couldn't expect to play anyone other than the eponymous hero Ty, a bouncy but rather lonely Tasmanian tiger, who believes he's the last of his kind.

Yet a chance encounter with a mystical ancestor reveals his family has been swept into the otherworldly Dreamtime by the nefarious Boss Cass. Ty discovers the key to saving them is recovering five mystical talismans scattered across the land of Oz. OK, let's face it, platform games never win awards for their intricate, multi-layered plotlines, but from the off, Ty grabs you as an engaging, colourful little title that boasts a unique character and distinctive appeal.

Thunder or Chunder



► Ty's chock-full of all manner of collectables and power-ups, from the humble packing crate with health to golden cogs for your Rangs. But Ty's main objective is to recover the prized and illusive Thunder Eggs, which power the portals he needs to beat Boss Cass to the five talismans.





TIGER

MARSUPIAL MADNESS

It's been developed by Krome Studios, an authentic Antipodean developer, and it really shows. A huge part of Ty's charm comes from the great Aussie sense of humour that pervades the game and never dips below the level of 'riper'. The Aussie-themed characters and cut scenes are hilarious. One small example is when you hit each save point, you see a large Outback dunny (toilet) drop from the skies to mark your progress. It's just one great visual gag amongst many, but it really made us laugh.

Once you've worked your way through a nicely-paced training level, the action soon begins in earnest. The control system is very responsive, and in addition to being able to jump, slide and stomp, Ty's armed with a powerful bite attack. However, his main offensive weapons come from the different boomerangs and advanced techno-rangs he can acquire on his travels. As well as being able to hurl them at Boss Cass's many minions, they also double as wings, allowing Ty a limited flight capability on land and the ability to glide



■ The Boomerang factory – a techno-rang is a tiger's best friend.



■ Nip and tuck with the fearsome mud crab.

around gracefully underwater. With all manner of none-too taxing puzzles, sub-missions, mini-games and decent boss battles, the gameplay is always fun, fresh and highly inventive.

Boomerang Bonanza



■ Although Ty faces many enemies in his travels down under, his major offensive weapon comes in the form of the fearsome techno-rangs which can be trained on Boss Cass's underlings. Here Ty's wielding the fearsome Fire Rangs, but you can also collect Aqua Rangs with double boomerang variations.

TY ME KANGAROO DOWN, SPORT...

Ty's game levels are equally imaginative, drawing on various Aussie-inspired locations like the Great Barrier Reef and the Outback. While perhaps not as detailed as those in some games, they're full of nice little touches and background detail like hopping kangaroos and swarms of koalas. The animation on the main characters and adversaries looks great, but the colour palettes can occasionally look a little washed out and there are a couple of glitches, which can grate. Collision detection, especially in the Great Barrier Reef level, can be a bit hit and miss, but more importantly, the camera system is a little flawed. Although you can manually set the perspective with the 'Z' button and C-stick, it never quite zooms out far enough, which can be a little confusing when you're trying to deal with multiple enemies or a particularly tricky puzzle. It's never a game killer, but does detract a little from what is otherwise a highly enjoyable romp.

Still, for the most part, Ty is simply chock-full of addictive platforming fun, and while it's probably aimed more towards the kids' end of the market, it's a game that will certainly be enjoyed by children of all ages. Ty faces some pretty stern competition of course, not the least of which is going head-to-head against *Super Mario Sunshine*, but it

remains an involving, light-hearted little platformer with a great sense of humour. Definitely worth a trip down under. □

John Houlihan



VERDICT

UPPERS

- Fast-paced gameplay
- Great Aussie theme
- Funny and inventive
- Good control system

DOWNERS

- Occasionally flaky collision detection
- Camera system suspect

SUMMARY

A fun, highly addictive platformer with a lively Aussie sense of humour.

79%

**G-FORCE
RECOMMENDS**

**ON
TARGET**

In Siberia, you eventually face a helicopter gunship. To topple it, first take out the rocket launchers on its wings, then destroy the main body of the copter. Fail to do it this way and you're creamed.



Team Deathmatch Mode. Luckily you're with the guys with the flamethrowers.



Flaming acrobatics in Arcade Mode.



TIMESPLITTERS 2

ON YOUR
DVD



The sequel to the PlayStation multiplayer blaster finally comes to the Cube, but does this one have a decent single-player mode? Matt splits some hairs...

OK, we know the original *TimeSplitters*, which shipped with the launch of the PS2, was great in multiplayer mode. We also know it was developed by Free Radical, the developer founded by some of the guys that gave us *GoldenEye* on the N64. We also know that, as a single-player experience, the game, well, lacked. It was a simple case of retrieving an object at the end of a level and hot-footing it back to the beginning whilst avoiding the advances of the evil TimeSplitters. Thankfully, the sequel on the GameCube gives us the best of both worlds.

This time, space marines must travel back in time to collect nine time crystal shards and put an end to the TimeSplitters' evil wrong-doings once and for all. Cue ten varied levels with multiple objectives, each with their own unique characters and settings. Each level begins with a game-engine cut-scene, which really shows off the unique style and animation chosen by the developers at Free Radical. The first level is set in Siberia, where you have to take out a genetics lab full of guards and mutants and, of course, nab the crystal and leg it out of there via the time portal. Other missions

take you to a cathedral full of the undead in Notre Dame, crashed UFOs on a futuristic Planet X and a cyberpunk-themed secret base in Neo Tokyo. Thankfully, tasks are more involved than just finding a key to open a door. Similar to *GoldenEye* on the N64, missions vary in complexity depending on the difficulty setting. On Easy setting the game's Story Mode can be finished in an afternoon, but playing on Normal and Hard offers more mission objectives and tougher opponents. This increases the game's replay value ten-fold.

Monkey Assist: the Furred Emergency Service



Monkeys crop up everywhere in the game, and it looks like Radical Design have got up with their web site, www.monkeyassist.com. Basically, you log on, ask the team whatever you want and they oblige. Successful assists have included marriage proposals, paying off debts and acts of retribution. The site also features a downloadable desktop monkey and e-cards.



They even crashed the recent Toy party conference...

"Other graphical touches are equally amazing."

TIMESPLITTERS 2

GOLDENEYE 2?

The similarities to *GoldenEye* don't end there. The game also gives a nod to its predecessor with its graphics and sound. Health and armour flash in the middle of the screen when hit, and alarms and silenced pistol sound effects come straight from Bond's 64-bit outing. Even the way your cannon fodder duck and roll out of

danger gives you a distinct feeling of déjà vu. Other graphical touches are equally amazing. Air distortion effects come into play when flamethrowers are used, and rain, mist and reflections from the wet streets of the stealthy Neo Tokyo level are the best I have seen on the Cube. This really is a game that's had a lot of spit and polish.



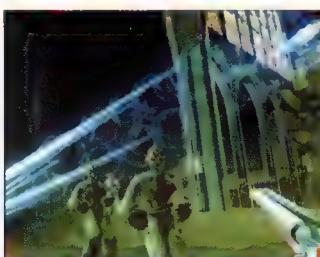
Heroes Through Time

These are the colourful characters you meet on your journeys through time and space...

Gregor Lenko Expert sniper. If you hear a shot, run, because you sure won't hear the second one.	Ilisa Nadir Guaranteed to melt the ice at parties with her industrial flamethrower.	Hank Nova Square-jawed space explorer used to dealing with alien scum.	Candy Skyler Sassy in her space suit, just don't get in the way of her sci-fi handgun.	Harry Tipper Smooth spy with flares, shades and groovy moustache. His twin silenced pistols kill quickly and quietly.	Kitten Celeste Her mountainous cleavage and Soviet S47 give her a licence to thrill.
Jake Fenton Well-dressed Mafioso with a chiselled jaw and murderous eyes.	Lady Jane Dame with a lavish fur coat, confident swagger and a shotgun for good measure.	Ghost Morbid attire and pale features help him blend into the dreary city.	Chastity Despite her name, she won't hesitate to fill you with hot lead.	Captain Ash Seasoned explorer who enjoys hanging with the monkeys.	Jungle Queen Amazonian woman meets Ann Summers. 'Nuff said.
Mr Underwood Well-mannered gentleman with a penchant for beheading the undead.	Viola Looks like a court jester, but there's nothing funny about her lethal pair of Lugers.	Elijah Jones Stubble you can light matches on and a six-shooter to kill at ten paces.	Ramona Cortez She may be cute but don't join her for a shot at the bar.	R109 A robot with a homing rocket launcher. Call him Sir and you should be ok.	Gretal MK2 Sleeker than R109. Her laser gun does all the talking for her.



When the Story Mode's been played to death, there's Arcade Mode and Challenges to play through. These levels are all quite bizarre, but offer quick-fix action, and in some cases can be quite therapeutic. Glass Smash Mode challenges you to break as many windows as possible within a time limit. Launching grenades through the stained glass windows of a cathedral is great, but even better is using good old-fashioned bricks to cause carnage. Behead the Undead pits you against hordes of zombies as you fight to survive for as long as possible and set a new record. Bonus points are scored for every wave of monsters killed. There's even a challenge where you must avoid the unwelcome touch of flaming monkeys. No, it's not a new cocktail, these are actual monkeys on fire running around the game map trying to get their non-opposable thumbs on you.



Visiting the Hole in the Wall...

...or rather making one. In the Wild West you have to free your partner from jail. Here's how do it in style.



Here she is, all on her lonesome. That wall behind her could do with demolishing.



Pour a trail of dynamite from outside her cell to the handy cart of TNT on the other side of the wall.



Back in jail, it's time to shoot the lantern and start a chain reaction.



Follow the flaming trail and watch the fireworks.

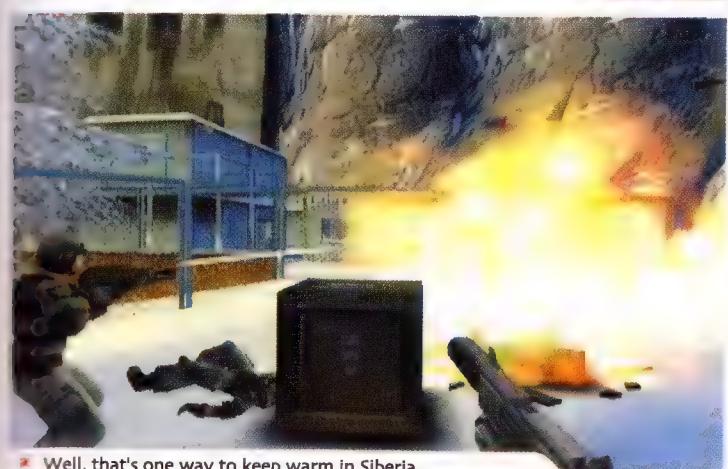


Is no generation safe from your little friend?

Frantic four-player fun.



Richard Dreyfuss never had this problem in *Close Encounters*.



Well, that's one way to keep warm in Siberia.

MULTIPLAYER

Multiplayer Mode is back with all guns blazing, with Deathmatch and Capture-the-Bag modes amongst others. It's great fun with four players, and using the unique map-maker, you can design your own arenas and create custom game scenarios. Once you've exhausted all the other single-player modes (and believe me, if you want to see everything, that's going to be a mammoth task), then it's Multiplayer Mode that you and your mates will be coming back to again and again.

There are some minor grumbles. The game does feel a little too linear at times, and the environments could have been larger to at least give a false sense of freedom. Every level, although vastly different in terms of setting, plays similarly to the last in terms of structure and pace. The stealthy start to the Neo Tokyo is the exception – apart from this level it's all guns blazing from start to finish. It also takes a while to get used to aiming with the extremely sensitive GameCube joypad's C-stick. This can become annoying when setting your sights for a crucial kill or sabotaging security equipment.

TimeSplitters 2 improves on the original game in every way. Multiplayer is as good as it always was, but playing single-player couldn't be more fun. The

mechanic of ten levels in completely different locales with different weapons, enemies and playable characters keeps it fresh, and the addition of the challenges adds a further distraction. This is first-person shooting at its best. □

Matt Cuttle

VERDICT

UPPERS

- Vivid, stylized art.
- Gorgeous graphics.
- Loads of weapons.

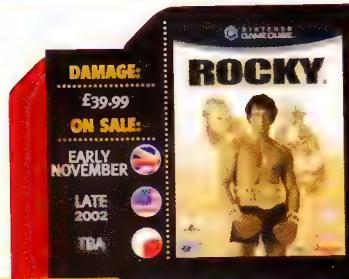
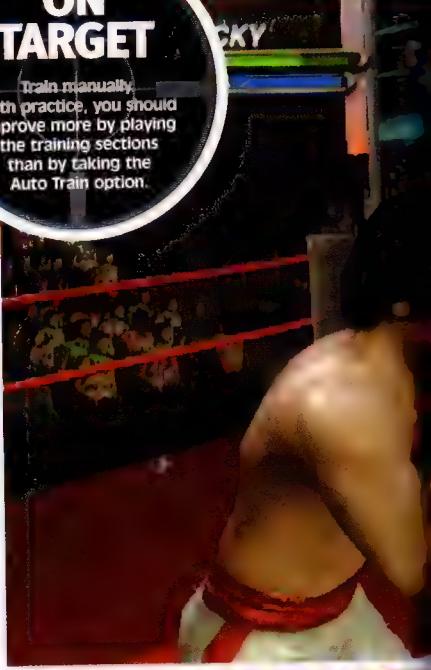
DOWNERS

- Story Mode too short.
- Capture-the-Bag mode to be more.
- Multiplayer mode to be more.
- Fighting scenes can be tatty.

SUMMARY

Finally, a first-person shooter on a par with *GoldenEye*. Superb!





GAME INFO

PUBLISHER: **RAGE SOFTWARE**
 DEVELOPER: **RAGE SOFTWARE**
 TYPE: **BOXING**
 NO OF PLAYERS: **1**
 MEMORY CARD: **TBA**



ROCKY

From the cinemas of the world to a small telly and a GameCube comes the longest-reigning boxing saga ever to appear on the silver screen. But can it still punch its weight? Ian's in the red corner...

Let's face it – when it comes to videogame simulations, boxing is a limited sport. A boxing game is essentially a beat-'em-up with no kicks, throws or missile moves. So how can developers come up with a decent interpretation of the noble art without its gameplay paling next to the latest *Tekken* or *Street Fighter*? Rage Software went down the realism road with *Rocky*, producing a boxing bash that makes you fight like a boxer, but without the cauliflower ears and brain damage.

Considering the GameCube's joystick isn't exactly ideal for fighters, *Rocky*

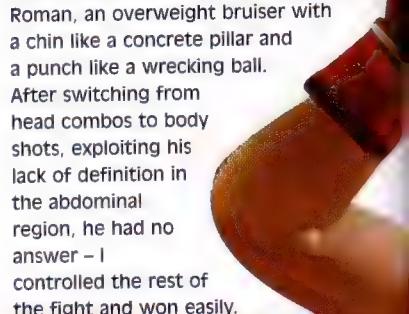
handles the controls very well. The shoulder buttons offer blocks and alternative punches, the 'A' and 'B' buttons right and left body blows and 'X' and 'Y' targeting the head. Naturally, the analogue stick affects how you throw the blows, and it's also possible to pull off a wide range of combos.

The fighting tactics you must employ to see you through a fight are realistic too, and definitely make you think like a boxer. Each opponent has his own style, strengths and weaknesses. It's by exploiting their shortcomings and playing to your own strengths that you succeed.



For example, I was getting a right pasting and was even floored by Ernie Roman, an overweight bruiser with a chin like a concrete pillar and a punch like a wrecking ball.

After switching from head combos to body shots, exploiting his lack of definition in the abdominal region, he had no answer – I controlled the rest of the fight and won easily.



Blood, Sweat and Tears

If you want to be the champ, you gotta pay the price. Work hard in the gym between each fight to improve your boxer's stats.



PUNCH MITTS: STRENGTH
 Your trainer calls the punches, you hit the mitts. Your reaction time improves your strength stats.



SPEED BAG: SPEED
 Rapidly tapping the 'A' and 'B' buttons speeds up your blows. Keep the indicator in the blue bar.



SKIPPING: STAMINA
 Timing is everything as you skip to improve your stamina, keeping your punching power for longer.



SIT-UPS: DETERMINATION
 Improve your stomach strength and it's harder for your foes to knock the fight out of you.



HEAVY BAG: MOVEMENT
 Move and punch to improve your ring-craft and make your fighter more mobile.

CLUBBER

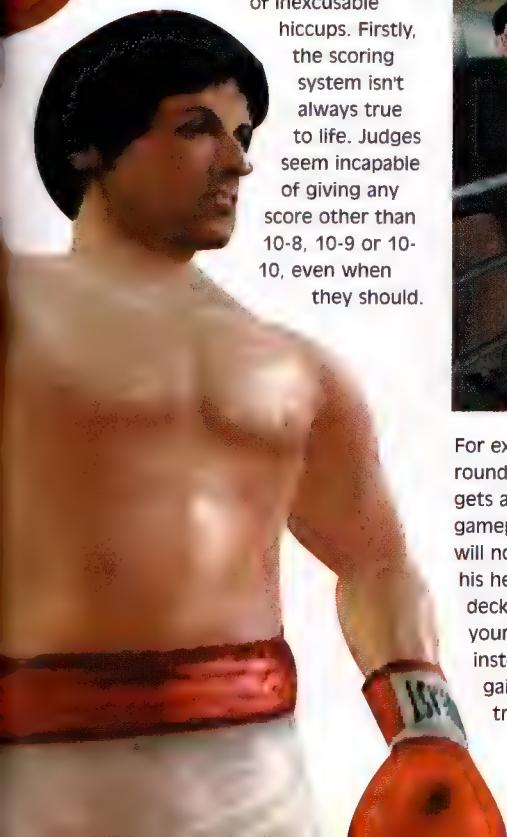


THE LONG HAUL

It's not always wise to go for quick knockouts either. Just like a real fighter, your guy punches himself out if you work too quickly. Throwing wild punches into thin air and bouncing blows off your foe's gloves is a sure way to get tired, leaving you a sitting duck. Conserve your strength, and fire your punches when they're effective. If you're up against a bruiser who covers his smashed-up nose with his gloves, batter his ribs until his arms sink.

If he's leaning forward, hunched behind his guard, an uppercut straight through the middle will find its mark. Think like a fighter.

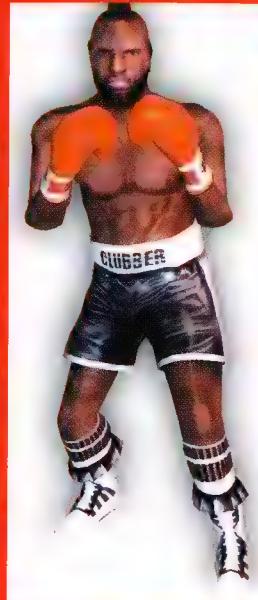
Alas, with all this realistic fighting, there's a couple of inexcusable hiccups. Firstly, the scoring system isn't always true to life. Judges seem incapable of giving any score other than 10-8, 10-9 or 10-10, even when they should.



All Rocky's major opponents from the five films are in the game. In the Movie Mode, they function as boss targets. They are:



APOLLO CREED
Master of Disaster. Count on Monte Fisto and undisputed heavyweight champion of the world. In the first film, he's put on the floor for the first time in his career by the unknown Rocky Balboa, a last-minute replacement for his intended opponent. Creed still goes on to win the fight, but is later beaten in *Rocky II*.



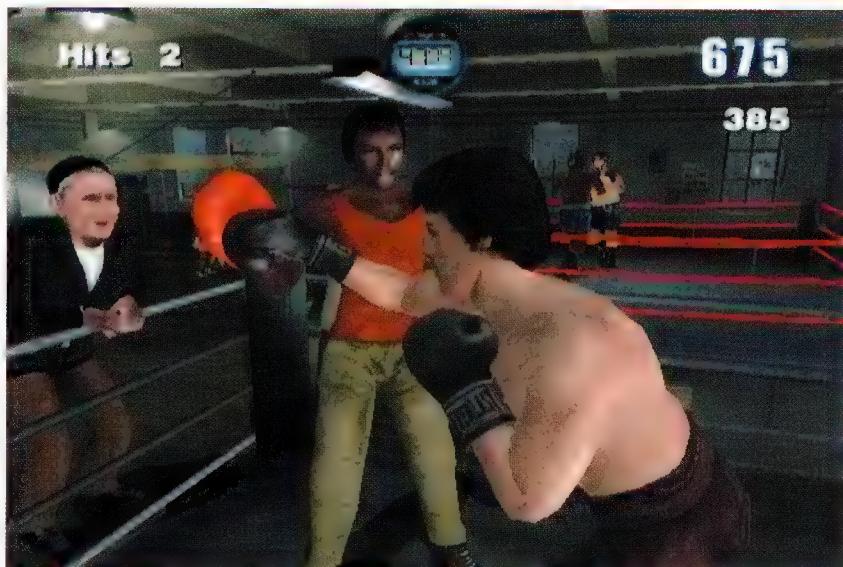
CLUBBER LANG
The brutal, unlikeable Clubber Lang takes the title from Rocky in the third movie, when the champ is distracted by his trainer having a fatal heart attack before the fight. Apollo Creed, revolted by Lang's antics, becomes Rocky's trainer and teaches him to dodge as well as punch. To no one's great surprise, Balboa is champion again by the final credits.



IVAN DRAGO
Ivan Drago is an embarrassing Soviet stereotype who kills Creed in an exhibition match in the inititatively-predictable *Rocky IV*. After much jingoistic waving and rabid blind patriotism, Rocky meets Drago in the big boxing match at the end. Who wins? We're not telling, but if you can find someone who'll bet on the Russian, grab him and head onto film.



TOMMY GUNN
Rocky V Tommy Gunn is plucked out of obscurity and trained by a now-retired Balboa. When he's persuaded to leave the Balboa stable by a character bearing a huge resemblance to Don King, he takes the title but fails to get the respect he deserves as he didn't beat Balboa. The film climaxes in a street fight between the two fighters.



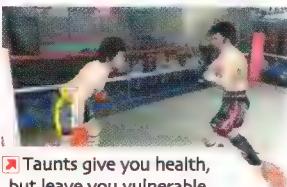
For example, flooring your foe twice in a round should net you a 10-7, but instead it gets a 10-8. This doesn't affect the gameplay, though, and only boxing purists will notice. Also when a fighter is floored, his health gradually rises while he's on the deck. Tap 'A' to get up, but if you time your rise so you take an eight or nine instead of getting up straight away, you gain more health. This is great and very true to life, but for some reason,

counts stop when the fighter DECIDES to get up instead of when he ACTUALLY rises. A floored fighter can be on his back and motionless when the count reaches 'eight' or 'nine', only to see the ref stop counting as soon as he stirs instead of when he's on his feet. In real life he'd be counted out on his knees, or even his arse.

This is a purely aesthetic flaw and doesn't affect the game as it's played, but it's a flaw nonetheless.



Stay down and take an eight-count to maximise health recovery.



Taunts give you health, but leave you vulnerable.

Boxing the Bosses



**The Game Screen****TIMER**

The famous boxing bell. The top number is the round you're in, and the bottom one is the time left in that round.

HEALTH BAR

The health bars are increased by taking a long count after a knockdown, taunting your foe or simply moving around and dodging punches.

PUNCH POWER

Punch power. Work too hard and your power bar decreases, weakening your blows.

MUGSHOT

Alas, the mugshots show no signs of damage as the fighters mix it.



The blue stars around Rocky's head indicate he's dazed, probably by being hit while taunting.

**MOVIE MODE**

Rocky lets you fight single exhibition bouts, tournaments against computer and human foes and when you've unlocked it, sparring sessions to improve your skills. The heart of the game, though, is the Movie Mode. Here you follow Rocky Balboa's life story, from humble beginnings in flea-pit venues to the Heavyweight Championship of the world and beyond. All your opponents are taken from the films. Early on, for example, you fight Spider Rico and Dipper Brown, two of Balboa's fights from the first film. To make up the numbers, boxers who are merely mentioned in the movies appear too. Remember Mac Lee Green? No? Well, he's the guy that pulled out of the Creed fight, giving the then-unknown Rocky a title shot. Success in the Movie Mode unlocks fighters, including five versions of Rocky – one for each film, with their strengths and weaknesses reflecting a real fighter as he gains experience but loses youthful vigour.

You can improve your fighter as you go by training in the gym between bouts. This works well overall, but is a little unbalanced in that some training tasks offer easier rewards than others. Also, is it really necessary to offer the chance to save after EVERY fight and gym session? It encourages you to go back and try again if you fluff it, when you should really be punished for missing the opportunity to improve.

Still, these are minor niggles. Overall, Rocky is one of the most fluid and realistic boxing games ever. The animations are spot-on, and there's lots of atmospheric touches such as improving venues as you progress (including the street fight from Rocky IV), splatters of sweat when blows land and even blood on the canvas that remains there throughout the fight. In the rougher joints, the crowd throw bottles to protest at weak bouts – you can kick away the broken glass as you move. It's little touches like this that put the icing on the cake and make Rocky a champion among fighters. □

Ian Osborne



The Super Punch leaves a trail behind it. It's devastatingly powerful, but slow and leaves you open. Ideal for dazed foes...



VERDICT	
UPPERS	<ul style="list-style-type: none"> Fast, fluid fighting Great Rocky atmosphere Realistic Plenty to unlock
DOWNERS	<ul style="list-style-type: none"> A little unbalanced Long counts

SUMMARY

This has atmosphere, realism and versatility. It falls just short of the coveted G-Force award, but is still a heavy hitter.

69%

"It looks great, but plays a shocking game of tennis."

PRO TENNIS WTA TOUR



DAMAGE: £39.99
ON SALE: OUT NOW
OUT NOW
OUT NOW
GAME INFO

PUBLISHER:
DEVELOPER:
TYPE:
NO OF PLAYERS:
MEMORY CARD:

PRO TENNIS WTA TOUR

Can the Cube's first tennis sim win game, set and match? It certainly courts no favours from Ian...

Let's get one thing straight from the start. This isn't another *Beach Spikers*. Sure, it's based on a women's sport, but this is a serious simulation rather than a full-on leaching opportunity. Anna Kournikova isn't even in it, though no one with a serious interest in tennis will miss her. And serious sport is what the game's all about.

The developers have certainly done a good job in recreating the atmosphere of the modern game. The presentation is offered in a real 'on TV' style, and the crowds are suitably animated and enthusiastic. The players animate well – though the motion-captures don't entirely match the action – and there are four types of court on offer. Singles and doubles matches are catered for; up to four players can compete in party play and there's a great Tour option that recreates life on the real WTA circuit. Yes indeed, a great deal of attention to detail has been lavished on the production here.

LOVE ELSEWHERE...

It's just a pity they didn't lavish the same care and attention on the gameplay. It's a hit-and-hope affair, with your choice of shot making little difference and attempts at directing your returns coming to nothing. Your opponents are no more fortunate either. They pick their shots almost at random, making no attempt to play it clever by directing their shots away from you. They generally lob it or send it

straight back to you, turning a rally into a war of attrition. When you've got the hang of the controls (such as they are), you end up banging the ball back and forth between you until one of you makes a mistake. And the computer-controlled players make some howlers. But then, due to the sluggish movement around the court and the unforgivable amount of time it takes to make a shot, so do you.

All the presentation in the world won't help if the gameplay isn't there, and *Pro Tennis WTA Tour* just hasn't got any. It looks great, but plays a shocking game of tennis. Maybe Kournikova should've been in it after all. No wonder Konami didn't send out review copies... □

Ian Osborne

Meet the Stars...



Pro Tennis WTA Tour features 20 licensed stars of the women's tennis circuit. These include Martina Hingis, Jennifer Capriati, Serena Williams (but no Venus), Monica Seles, Anke Huber and the gorgeous Jelena Dokic, who also did the motion capture. Kournikova isn't there as she's licensed her likeness elsewhere.



Play a high shot and the game tells you where it will land.

VERDICT

UPPERS

- Great presentation
- Licensed players
- No Anna Kournikova

DOWNERS

- Lousy tennis
- Weak AI
- No Venus Williams

SUMMARY

A classic case of a game with its priorities wrong. High production values, but poor gameplay makes this one to avoid.

41%



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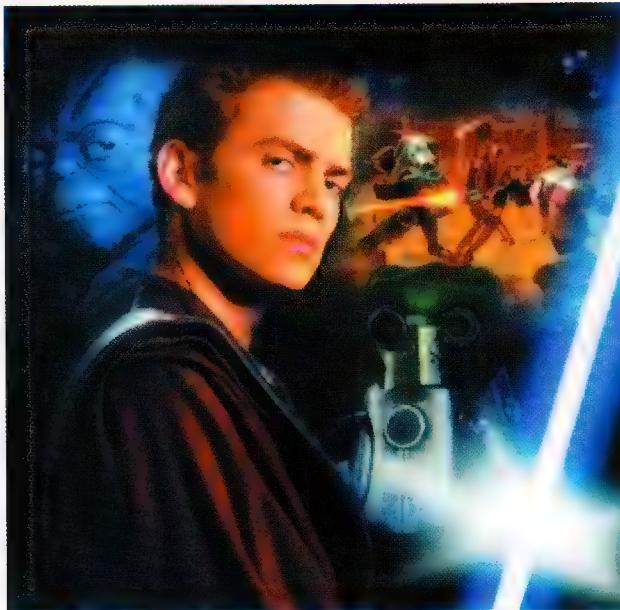


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STAR WARS EPISODE II: The New Droid Army



Can Anakin excel on the Advance? Matt pulls out his lightsaber and goes 'bzzzzzzt'...



In The New Droid Army you step into the cloak of Anakin Skywalker as you use your trusty lightsaber and the power of The Force to stop Count Dooku creating a new army of robotic soldiers. This game really gets the feel of the *Star Wars* universe across to the player. Right from the moment the yellow scrolling text appears at the bottom of the screen and the legendary John Williams title music begins, you know you're going to enjoy the experience.

The music and sound effects are spot-on. Although the Advance's speaker is tiny, the musical score and the sounds of swooshing lightsabers, bleeping R2 units

ACTION STATIONS

The action takes place using an isometric top-down perspective, and involves exploration, puzzle-solving, talking to other characters and of course, plenty of Jedi combat. It's possible to pull off a number of special combos as Anakin leads his foes a merry dance whilst turning them into bantha fodder. And if you're faced with lasers speeding towards your face, you can even block them and send them back where they came from using your trusty stick of light.

And of course, a Jedi also uses the Force – Speed, Jump, Push and Invisibility are all part of his repertoire. These can be used in combat and must also be used to progress through the many challenging levels. Play with a friend using multi-link and it's time for one-on-one

and screaming Tuscan raiders sound like they're coming directly from the films.



lightsaber duels in dynamic battle arenas.

The New Droid Army is a must for *Star Wars* fans with an Advance. The presentation's fantastic, and the levels are varied and challenging. Just remember to turn off your lightsaber before putting it in your pocket.

Matt Cuttle

SUMMARY

A hugely enjoyable Jedi romp. The Force is strong in this one





THE LORD OF THE RINGS: The Fellowship of the Ring

Oli's eager for adventure, but can the game live up to its name?



ON SALE: OUT NOW **TYPE:** ADVANCE **NO OF PLAYERS:** 1 **SAVE SYSTEM:** MEMORY CARD

OUT NOW **DAMAGE:** £29.99

GAME INFO



With the release of the second film fast approaching, we can soon expect *Lord of the Rings* fever to set in with even more fervour than last year. The arrival of this game is well timed to take advantage of this, but in fact this RPG is based not on the film but on the book, and covers all parts of Tolkien's original epic.

The Lord of the Rings single-handedly created the fantasy role-playing genre, so as you can imagine the story lends itself well to a traditional RPG. It's a party-based affair, in which you get to control all nine members of the Fellowship, and the gameplay is a mixture of puzzles, exploration and combat.

ONE RING TO RULE THEM ALL...

You begin with just Frodo and Sam in the Shire, with the plot closely following the book throughout. Naturally some

changes had to be made to allow for a few sub-quests here and there and to give you more options, but otherwise it's a faithful recreation, and as such it's perhaps a little strange to play an RPG where you know the complete storyline before you even start. Twists and turns are obviously out, but the feeling of being immersed in Tolkien's great work more than makes up for this.

Viewed solely as an RPG this is standard fare, well designed but suffering from tedious combat and some pathetically simple puzzles. Its strength is in its recreation of Middle Earth and the undeniable appeal of Tolkien's story. For *LOTR* fans it's the ideal thing until the next film, and let's face it, who isn't a fan these days? □

Oliver Lan

SUMMARY

An enjoyable RPG that really benefits from the Tolkien licence.

82%



SMUGGLER'S RUN

Tim Wright takes a look at the GBA port and asks why they bothered...

ON SALE: OUT NOW **TYPE:** ADVANCE **NO OF PLAYERS:** 1 **SAVE SYSTEM:** MEMORY CARD

OUT NOW **DAMAGE:** £29.99

GAME INFO



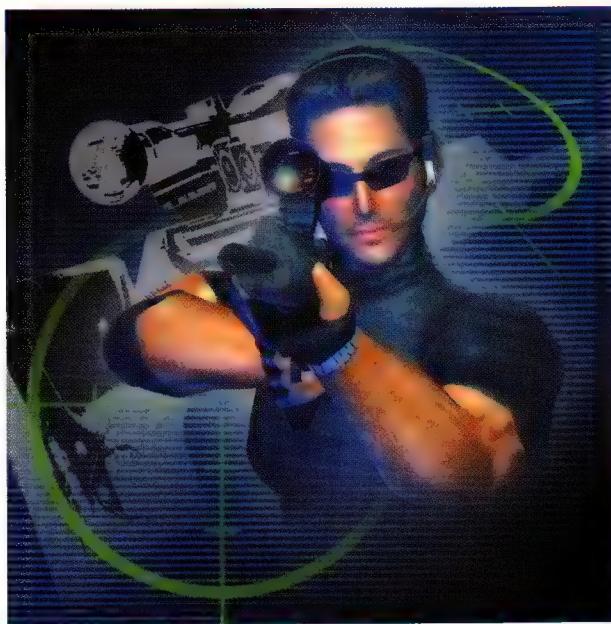
Smuggler's Run on the GBA consists of very open terrain, a series of smuggling tasks to perform and a lot of driving around almost completely featureless landscapes broken up by the odd tree or rock. Hills don't slow you down, the story is postage-stamp material, all the courses look the same apart from a change in the colour palette and the gameplay never evolves past driving around blank landscapes waiting for something interesting to happen. Dullsville. □

Tim Wright

SUMMARY

A full body search by customs officers would be more fun than this.

25%



SILENT SCOPE

Tim takes a look at one of the most pointless GBA ports ever...

ON SALE: OUT NOW

OUT NOW

Our Now

Our Now

DAMAGE: £29.99

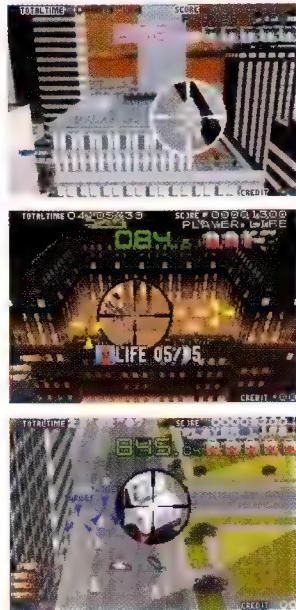
GAME INFO

WHO:

TYPE:

NO OF PLAYERS:

SAVE SYSTEM:



to find this version very uncomfortable to play. Commendable effort, but I'm afraid it doesn't work. Sorry, fellas. □

Tim Wright

SUMMARY

A poor game. This is one coin-op that should never have left the arcades.



Put simply, *Silent Scope* on the GBA is a brave attempt that simply doesn't wash. Despite the lack of animation, Konami has done a good job of replicating the art from the original game, but without a magnifying glass and a backlight installed you're going



REIGN OF FIRE

Will this game get you hot under the collar? Matt investigates...

ON SALE: 15th November

Our Now

TBA

DAMAGE: £29.99

GAME INFO

WHO:

TYPE:

NO OF PLAYERS:

SAVE SYSTEM:



Dragons come in

all shapes and sizes, including former Spice Girls or winged behemoths with napalm breath. Unfortunately, in this game you only get to shoot at the latter. Based on the film of the same name, you gather and control a rag-tag party of humans in a fight for their lives over rocky and mountainous terrain.

Straight away you're thrown in at the deep end, with your team of men scurrying around to collect crops, with walking and flying dragons coming from all sides. Plenty of taps of the 'A' button unleash a salvo of gunfire, whilst 'B' is used to enter and exit vehicles. Different missions call for different wheels. Crops are harvested in a slow but vulnerable combine, battles are fought in tanks and gun-mounted jeeps, whilst fires

are extinguished in a makeshift fire engine. Play through enough missions and you unlock the chance to play as dragons, giving you the chance to enjoy an airborne barbecue. Here 'A' unleashes a ball or jet of fire, while pressing 'B' toggles between walking on all fours or taking to the skies. As a dragon you must protect your eggs and eat the ash of torched crops to grow and prosper.

The game has some niggling flaws. It's rather short, getting lost is common and the vehicles explode too easily. However, it's still makes for a unique and fun blaster – thank god there's no Geri Halliwell. □

Matt Cuttle

SUMMARY

Not much depth, but plenty of dragon-slaying and people-burning.





**G-FORCE
RECOMMENDS**

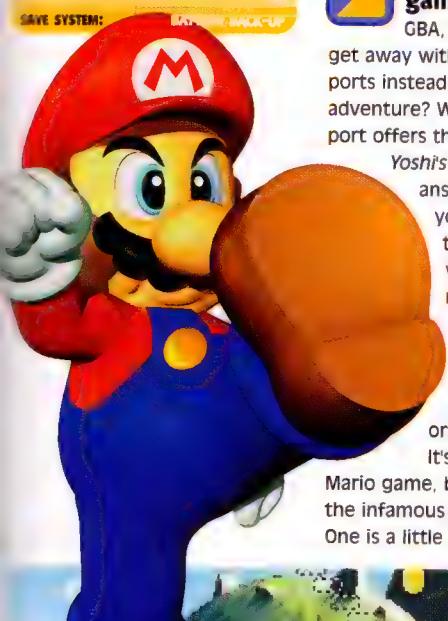
YOSHI'S ISLAND: SUPER MARIO ADVANCE 3

Oli goes gaga for the latest Mario conversion...

ON SALE:	
Out Now	
Out Now	
Out Now	

DAMAGE:
£29.99

GAME INFO
WHO:
TYPE:
NO OF PLAYERS:
SAVE SYSTEM:



Another Mario game makes it to the GBA, but can Nintendo get away with giving us SNES ports instead of a fresh adventure? Well, when that port offers the sheer quality of *Yoshi's Island*, the answer has to be, you betcha! Even though the SNES version was released back in 1995, the GBA port still feels fresh and at times even original.

It's definitely a Mario game, but it's set when the infamous Moustachioed One is a little baby, so Yoshi

has to carry him through the whole thing. Fortunately, Yoshi's got a few extra tricks up his scaly sleeve - he can hover-jump like Peach in *Mario 2*, he can dive-bomb the ground, and most importantly, after grabbing enemies with his tongue he can turn them into eggs, which can then be fired off as missiles. Well, he is a dinosaur after all; what do you expect him to do?

MEGA MOVES

It's the number of possibilities that make the game so great, from the moves you can perform, to the variety within the levels. One downside is that unfortunately each stage is played through in a linear

fashion (there's no world map like in *Super Mario World*), but this is made up for by the multitude of bonus stages, sub-games and secret levels. The only thing that might put you off is the ultra-twee nursery style of the game, but rest assured this is not just a game for kids. It's a challenging, involving and sophisticated platformer, and it has more than stood the test of time.

Oliver Lan



SUMMARY

Another SNES port, but still a brilliant platformer, and one you simply must play.





WWE ROAD TO WRESTLEMANIA X8

Small but perfectly formed?
Matt smells what's cookin'...



Yet another wrestling title from THQ, and if you're into your men in leotards, this is as good as it gets (well, on the Advance anyway). There are 16 meatheads to choose from, as you fight it out in Royal Rumble, Team Battle, Steel Cage matches and the like with the usual selection of theatrical throws, grapples and holds to beat your opponents into submission.

Fine presentation, plenty of gameplay variety and clear graphics are marred by a slightly sluggish response from your fighter. However, if you're a wrestling fan, you won't care. The ability to create your own pay-per-view events, trade costumes with other grapple fans and have a wrestlefest with up to three other players mean this one will keep you in the ring. □

Matt Cuttle

SUMMARY

A must for WWE fans. Others may want something that plays a little faster.



MONSTER

Gauntlet rip-off or retro-update? Ian sinks his fangs into Monster Force...

Y Gauntlet fans will feel right at home here. There are monsters to trash (though no monster generators), keys to grab, switches to flick and exits to find as you battle your way through over 35 maze-like stages.

The enemies are suitably stupid, but there are an awful lot of them; finding sweet spots from where you can topple the terrors with your missiles without having them hit you is



the key to success. The characters are inspired by horror flicks rather than fantasy epics. There are childhood versions of Dracula, Wolf-Man and Frankenstein, with another character to unlock as you go. There are power-ups to find by battering pumpkins or buying them between levels too.

Monster Force is fun in single-player mode, but a missed opportunity in multiplayer. The two-man deathmatch is fun, but where's the four-player action? Where's

ATV: QUAD POWER RACING

Tim straddles a vibrating monster and takes it for a ride. Erm...





FORCE



the co-operative mode, where you team up and take on the monsters? A fun game, but

there's a big hole where its heart should be. □

Ian Osborne

SUMMARY

Classic gamestyle, great fun to play but missing options that would've made it a classic.



but hardly challenging, so it's really only a rental at best. □

Tim Wright



One thing this version of the PlayStation original doesn't lack is graphical finesse. *ATV* offers some very nice visuals, with an impressive 3D track sporting detailed textures and plenty of hills, bumps and jumps stretching off into the distance. There's no pop-up or draw-in at all either. So far, so good.

The problem is, with the exception of the odd tree or fence, the only other things you see are your *ATV*, the odd power-up and rare cameo appearances from other riders. You see, the rest of the racers only appear one at a time and make little effort to overtake. Most of the time the game plays more like a free ride mode than an actual racer.

With no multiplayer support, nor a cartridge save option to preserve your high scores, this is a bare-bones racer. It's enjoyable enough,

SUMMARY

Looks good and jumps well, but lacks a serious challenge.



GRAB A PIECE OF THE ACTION...

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MAILBAG

YOUR THOUGHTS ON ALL THINGS CUBE

Our monthly round-up of your merry missives...

SOAP BOX

One of the benefits of writing about a broad range of gaming formats is you get to play everything. This throws up some basic irrefutable facts about gaming in general. You know the score. Be wary of any game with *Army Men* in the title, and wait a month or two after a console has launched before expecting more than three half-decent games. And then there was the biggie - first-person shooters simply didn't work well on consoles.

It's a rule to which there have been exceptions, but not many. For me, they've all been hamstrung by the same thing. The controls. I play first-person shooters religiously on the PC, where I have the convenience of a keyboard and mouse in front of me. Whenever I've played the likes of *TimeSplitters*, *Unreal Tournament* or *Quake III* on a console, I spend half my time fiddling with the joypad. At least that's the excuse I give to anyone who beats me in multiplayer mode.

However, before you start hurling abuse in my direction, I've got a confession to make. I've changed my mind. The reason? *TimeSplitters 2*. I've spent several hours in the company of Eidos' latest, and I've finally found a frantic first-person action game that works very, very well on a console. The controls are well thought through, the levels are varied and the multiplayer mode is simply blinding.

The moral of the story? Fixed ideas get you nowhere. I'm still waiting to see a half-decent console-originated strategy game, and that looks as far off at the moment as the Dreamcast 2 (*Iforgotten Pikmin* already, mate? Ed.). But, in a week where I've been firmly educated, I'd no longer legislate against it. Now excuse me while I try out *Die Hard Vendetta* and *Medal of Honor*.

Simon Brew

With all the hype surrounding the Action Replay (deserved by the sounds of it), it's quite obvious the products WILL shift from the shelves. But I wonder if Action Replay users can cheat whilst playing

online? Surely this would destroy online gaming?

Online gaming on the Cube is highly anticipated, but if people can cheat whenever they like, it will ruin the game for people



Is it me, or does everyone who owns a PS2 or Xbox call the GameCube childish? How can you call the GameCube childish, with games such as *Resident Evil*, *Turok: Evolution*, *Medal Of Honor: Frontline*, and *Die Hard Vendetta*? If you still think the GameCube is

childish, go and tell Bruce Willis the *Die Hard* films are

childish and listen to what he says. Somehow I don't think it would be suitable for children.

Adam Watts, Swansea

G-Force: Right from the start, Nintendo made it clear the GameCube was a machine for dedicated gamers of any age. There's some great games out there that definitely aren't for kids,



Not for Kids...

who want to play fairly. Is there any word on whether the Action Replay will allow people to cheat in online games? I do hope not! Mat Brummitt, Hertfordshire.

G-Force: Datel held back from publishing cheats for *Phantasy Star Online* on the Dreamcast for precisely this reason. There's nothing wrong with using a game enhancer while playing alone. You paid for the game, so you can play it in any way you see fit. But as you rightly say, cheating in an online game ruins it for those who DON'T want to

cheat. Datel's code boys have absolutely no plans to produce cheats for online games.



and equally-good games that are. The Xbox can't boast such a wide range, and although there's more out for the PS2 at present (including plenty of children's titles), the Cube's Christmas line-up looks set to beat it hands down.





Don't Believe the Hype...

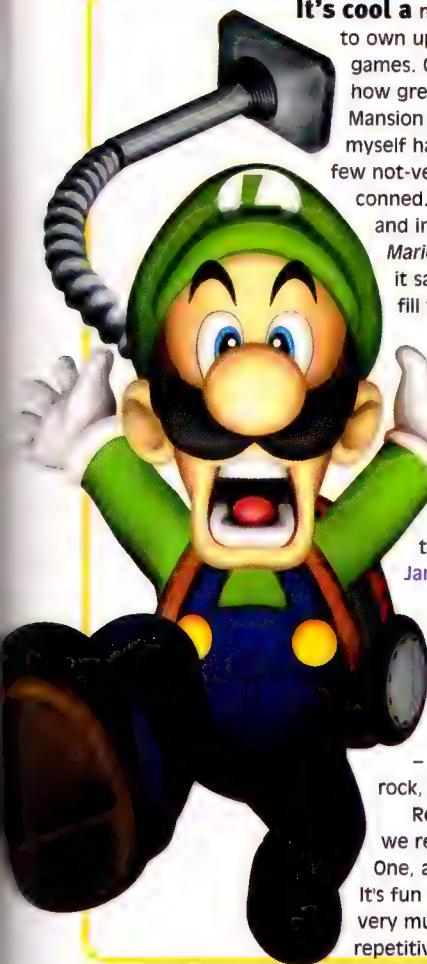
It's cool a mag finally has the decency to own up and tell the truth about games. One magazine I read said how great and LONG Luigi's Mansion was, but when I found myself half way through it after a few not-very-compelling hours, I felt conned. When I picked up G-Force and in the *Mario* review [*Super Mario Sunshine*, Issue Five: Ed] it said "Luigi's mansion didn't fill the void", I knew where my £4 was going next month.

I'd like to see an Alien shoot-'em-up based on the films, 'cause that would rock. Have they or will they ever do that?

James McMullan, Luton, Beds

G-Force: There have been many, many Alien games on other computers and consoles, but nothing on the Cube – yet! We agree it would rock, though.

Regarding *Luigi's Mansion*, we reviewed it back in Issue One, and our Simon gave it 75%. It's fun to play, but there's not very much of it and it gets repetitive after a while.



I'm dying to play *Super Mario Sunshine* after seeing your DVD in Issue Five. I played it so long the DVD was REALLY hot when I took it out! But I'm worried we might not see the Italian Stallion in another adventure for a while because of games like *Mario Party 4* and *Mario Tennis*. Don't get me wrong – I love those games, but I'd rather have an adventure game than a tennis game. Oh yeah, and about this FreeLoader software. I'm wondering will American games be of the same quality as UK games and will they use American words?

Caolan O'Carroll, Londonderry, N Ireland



G-Force: The Italian Stallion? Do you mean Rocky Balboa? If so, you're in luck – check out the Rocky review this very issue. Mario's sports titles are developed by Camelot, not the in-house team responsible for *Sunshine*. There's no way they'd cause delays in the next Mario adventure, but as there was six years between *Mario 64* and *Super Mario Sunshine*, it's probably best not to hold your breath waiting for the next one.

And yes, American games play just as well as UK ones, but they do indeed use American words. But then, so do many UK releases. Like *Medal of Honor: Frontline*...



LED Astray?

In Issue Six of your otherwise-brilliant magazine, you seem to have made a mistake. Either that or Nintendo's marketing department are the cleverest people known to man. In your Web Site Of The Month feature, you refer to Nintendo as making one-game LEDs. LED stands for Light Emitting Diode, and unless people flocked the streets trying to find a game which turned on a little red light when you pressed the buttons, I feel you're mistaken.

I think you mean LCD, which is a Liquid Crystal Display, and gives you those little screens made completely out of pre-determined grey lines and blobs, and usually a crappy-coloured background. Either that or I'm completely



wrong and just talking [scolops: Ed].

K Bowen, Llanelli, Carmarthenshire

G-Force: No, you're quite right. The games in question were the *Game & Watch* series, one-game handheld LCDs. LED games aren't impossible, though. Remember *Merlin*, the big red Parker Bros game from 1978, pictured on the left? No? Oh well – it was a game based on flashing LEDs...



More Mazza

TO THE POINT

■ In Issue Two's Mailbag it says you can download a GameCube if from the internet: Ed! Is this true? Plus, is there a GameCube emulator?

Michael Si, Isle of Dogs, London

You can download a GameCube for use as furniture in the PC game *The Sims*, but it's not a real Cube. And no, there isn't a GameCube emulator.

■ They should bring *Golden Sun* to the GameCube. I would buy it.

Matt Hodgkiss

That's a great idea. Maybe an origin story set apart from the GBA game and its forthcoming sequel, or a graphically-enhanced 'director's cut' of the first two *Golden Suns* with added scenes.

■ Considering the people who buy your mag have a 99% chance of owning a GC, why are your discs too big to fit in it?

Mike (e-mail)

Because they're DVDs. For your DVD player. The Cube doesn't play DVDs.

■ Everyone says Japan is the home of videogaming because Sega and Nintendo come from there. The UK gets no credit, even though we produce a lot of games. Just because the British make no consoles, Japan is considered the best.

Matthew Icarshaw, Ipswich

Well said! British developers are regarded as the best in the world, and it's about time we celebrated one of our most successful industries.

■ Have you got the time? Brian Eccles, Bexhill

Time you bought a watch

TO THE POINT

I bought a GameCube in August and have been glued to it ever since. **Patrick Ville, Walton-on-Naze, Essex**

Then have it surgically removed and play some games on it instead

I'm hoping to buy a GameCube in the next couple of months and would like to know what your top five games would be.

James Oggelsby, Birmingham

In no particular order, *Super Smash Bros: Melee*, *Tony Hawk's Pro Skater 3*, *Burnout*, *Pikmin* and *Resident Evil*.

I am not really bothered that Rare is gone, because Nintendo can cope without them.

Scott Cairns, Aberdeenshire, Scotland

Yeah, but we'll miss 'em though

Why is there no Donkey Kong game out? **Simon Armstrong, Southend on Sea, Essex**

Give it time. There's something in the pipeline...

Can you use an imported Action Replay or FreeLoader on a UK GameCube?

Will Berry, Bristol

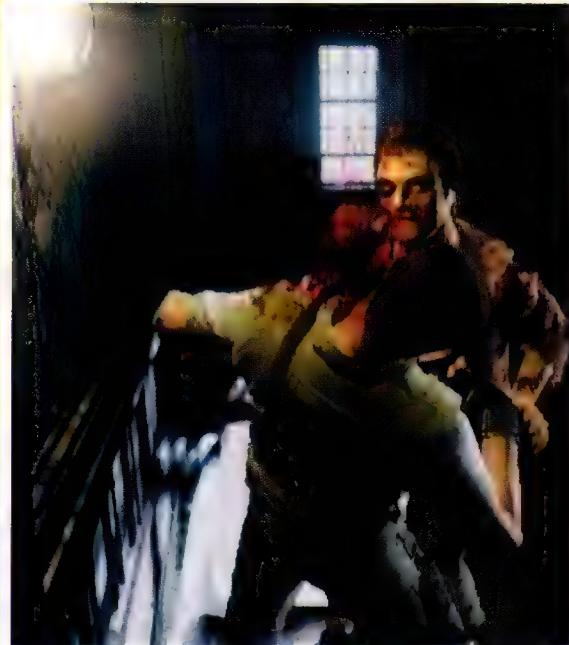
Yes, but what's the point? It will be released in the UK first.

Any news on when FreeLoader will be released? I can hardly wait for it.

Andy Lycett, Bury

I'm afraid you'll have to. Datel says it will definitely be out for Christmas.

Resi Rant



What's up with Resident Evil?

I was and still am a big fan of Res Evil games, but the GC version has lost that certain something. The graphics are great and the FMV at the start of the game had me biting at the bit, but the gameplay made me feel somewhat cold and lost in the dark.

As for the pre-loaded memory card, they're cool and I recommend them to anyone who's got a GC.

I have Res Evil and the 4Mb one with the five game saves on it and they rock.

Steven Head, Eltham, London

G-Force: Can't agree with you

there. Our only criticism of the Cube's first Resi game was they didn't improve the control system enough. We agree about the memory cards though. The Mega Saves for Resident Evil card costs the same as a blank 4Mb card, so you've nothing to lose.



PC Perils

different to any other DVD video. If you can play film DVDs on your PC, you can play ours. Best get your drive checked out.



G-Force: This shouldn't happen – our DVD is no

Fair Play on Prices

I found a web site about the price of videogames, and how we could bring them down. The address is www.fairplay-campaign.co.uk and I thought it would be a good idea for you to show your readers this.

No one likes paying £40-45 for a game when we could be paying half that. **Sprite4n, e-mail**

G-Force: For those who don't have the internet, the site is launching a campaign to lower the price of games, organising a videogames boycott in between 1st and 8th December. To read the industry's reply, check out www.gamesindustry.biz and follow the link titled Go to Retail, and look for the article called Fair Play or Foul in the archived news.

WRITE TO G-FORCE...

Got something to say on all things GameCube?

Write to us at:

LETTERS, G-Force Magazine,
Thin Ice Media, Stafford Road, Stone,
Staffordshire ST15 0DG

Or e-mail them to:
letters@gforcemag.com

Remember to include your FULL name and address. Every letter printed wins a Code Junkies T-shirt and the Star Letter bags a Datel Mega Memory 16x memory card.



A GameCube with four controllers and five copies of Bomberman Generation

BOMBERMAN BLITZ!

We're giving away amazing Bomberman Generation prizes courtesy of Vivendi Universal...

Bomberman – it's the ultimate party game. Although fun is fun, when you get your mates together and blow each other up, that's when the game really comes alive. In the ultimate single-screen deathmatch, you place your bombs and get out of the way, doing your utmost to trap your enemies without blowing your own backside clean off the screen. And be careful – they can do it to you too!

Thanks to the guys at Vivendi Universal Interactive, we've got a GameCube with **FOUR** controllers and a copy of *Bomberman Generation* to give away, with four lucky runners-up also taking home a copy of the game. To stand a chance of winning one of these ace prizes, just answer this simple question:

Q: Which of the following substances could be used to make a bomb?

A: Chocolate buttons
B: Marzipan
C: TNT



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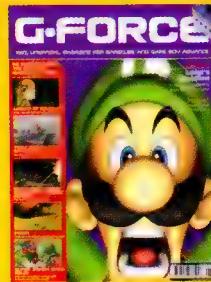
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ISSUE 1

- Pikmin
- Super Smash Bros: Melee
- Sonic Adventure 2: Battle
- Tony Hawk's Pro Skater 3 and many more...



ISSUE 2

- Every GC football game reviewed
- 18-Wheeler
- Spider-Man
- Burnout
- and many more!



ISSUE 6

- Star Fox Adventures
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IMPORT ARENA



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It's taking the States by storm but isn't yet out in the UK. We take a look at the most versatile life simulator ever to explode onto a console! There's more to it than meets the eye...

Review!



Review!

NASCAR THUNDER 2003

Even dedicated console drivers wince when they hear there's a new NASCAR game on the way, but this one might just appeal to non-fans. Find out why with our speedy review...

Contents

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REVIEWS

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ANIMAL CROSSING

Free Loader

Want to play the latest and greatest GameCube games without waiting for the UK release? Get FreeLoader! FreeLoader is a GameCube-sized disc that allows you to play games from any region on any Cube, without having to make any hardware alterations to your machine. Just boot up FreeLoader, wait for the on-screen prompt and swap it for your game. That's all there is to it!

Free Loader

IMPORT GAME ENABLER

Japanese GameCube Top Five

1	Phantasy Star Online Episode 1 & 2	Sega
2	Super Mario Sunshine	Nintendo
3	Zoids VS	Tomy
4	Super Smash Bros: Melee	Nintendo
5	Rune	From Software

American GameCube Top Five

1	Super Smash Bros: Melee	Nintendo
2	NFL Quarterback Club 2003	Acclaim
3	Eternal Darkness: Sanity's Requiem	Nintendo
4	Sonic Adventure 2: Battle	Sega
5	Star Wars: Rogue Squadron	Activision



IMPORTS

"Totally new and innovative"

ANIMAL CROSSING

**G-FORCE RECOMMENDS**DAMAGE:
£50 APPROX**GAME INFO**PUBLISHER:
DEVELOPER:
TYPE:
NO OF PLAYERS:
MEMORY CARD:

As Jamie discovers, this isn't just a cutsie game for the younger gamer...

It's not often the videogame world churns out something totally new and innovative, so *Animal Crossing* is a rare breed of game, worth a good look. What is it? Well, the best way to describe *Animal Crossing* would be to say it's a cross between a Tamagotchi and *The Sims*, with plenty of Nintendo-ness and link-up features thrown in. Does that shed any light on it for you?

Animal Crossing is a real-time world simulation, folks. Or more accurately, a town-and-the-odd-island-and-stuff simulation. You play the part of, well, you, as an *Animal Crossing* character, as you...live. Doesn't sound like much fun, does it? Well, believe me it is. There's just so much stuff you can do, I don't know where to begin.



Ah, a nice peaceful spot where I can sit and gaze at the stars...

LANGUAGE BARRIER

This is a US game, so there is no language barrier, as long as you can stand stupid Americanisms like 'store', 'trash' and 'sidewalk'.

Advance Link-Up

Animal Crossing has got more mad link-up features than you can shake a parrot at! Firstly, connect a Game Boy Advance to enter a cool sub-world called Animal Island, design new clothing patterns, or just play your NES games. Get your hands on an e-card reader and you can swipe all sorts of cards to add endless content to your game. And if that's not enough, get together with a friend and swap memory cards to visit each other's towns! Bonkers!

MAN'S BEST FRIEND...

The game starts by taking you through your character creation, and after a brief chat with a friendly dog on a train, you find yourself in your brand-new town, with a brand-new home and a whopping mortgage to pay off. Luckily the Estate Agent also happens to be the local store-owner, and he provides you with part-time work to help you on your way to paying off your mortgage. From here you start to meet the rest of the inhabitants of your town as you run errands for the store-owner. As you play further the game world expands around you, and you can choose from a wide range of activities to occupy your time, including letter writing, tree and flower planting, clothing design, fishing, trading, collecting, running errands and composing music.

There is no real emphasis on what the object of the game is or should be; that's

for you to decide. Most gamers want to collect different outfits and accessories and do up their houses with snazzy furniture, carpeting and rugs, or even move into a bigger property as their funds increase during the game. However, exactly how you live your virtual life is entirely up to you.



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■ Cool built in NES games! Tennis is really addictive – look, I played a whole game and I even won!



BAGPUSS

Animal Crossing uses the GameCube's internal clock to deliver a real-time simulation, meaning if it's Monday morning in real life it's Monday morning in your town too – the sun is up, the birds are singing and yawnny animals are going about their daily business. If it's the middle of winter, the ground and trees are heavy with snow, whilst come April you want to get your collection of funky umbrellas out of storage to fend off the rain. Not only does the game reflect the time and date in this way, it also opens up endless possibilities for unique, timed events, not to mention calendar holidays.

As you go about your daily life the world around you responds to what you do. A planted sapling grows into a tree and bears fruit over time, whilst resetting the game without saving earns you a visit by a grumpy Nintendo mole! Animals you become good friends with send you gifts and do you favours, and anybody you stop and chat to interacts with you based on current events.

Animal Crossing is a massive game with far too much content to squeeze into one review. This is a game that will appeal to young and old gamers alike, but be warned – it's very addictive indeed. The only real grumble I have concerns the N64-ish standard of the graphics, but given the quality of the rest of the game, this is easily forgiven. □

jamie Wilks



VERDICT

UPPERS

- Masses to see and do.
- Cool built-in NES games.
- GBA and e-Card Reader support.
- Swap and share features.
- Free memory card!

DOWNERS

- Simplistic graphics

SUMMARY

A unique experience on the Cube. An excellent title regardless of your age, and offers something for everyone! Fantastic!

90%

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Our man in Japan

ODDS AND ENDS FROM THE LAND OF NIPPON...

Whatever will they think of next? Apparently, Game Boy shoes (yes, shoes) are really popular with teenagers in Japan. They come in a range of styles and colours, and what's more, the Game Boys are actually playable! Just the thing for a long train journey, but we don't recommend you run in them. We've seen Game Boy shoes at promotions and trade events before, but now they're on sale some enterprising importer will bring them over here. They won't be cheap, though, and let's face it - they'll make you look a right prat.

If you're also feeling a little peckish while in Japan, you can now buy a bag of Action Replay crisps. That's right - Action Replay crisps. Featuring game art and a neat pic

of an N64 and a Game

Boy, they're licensed from Datel's famous game enhancer. All we need now is the code for infinite contents...



GAME INFO

PUBLISHER:
DEVELOPER:
TYPE:
NO OF PLAYERS:
MEMORY CARD:



NASCAR THUNDER 2003

Can a NASCAR game ever be fun? Ian goes round in circles...



■ Mirror, signal, manoeuvre - oh dear!

It's very rare for a game to successfully combine arcade action with serious simulation, but Tiburon has done just that with *NASCAR Thunder 2003*. The physics and structure of the game should keep the realism buffs happy, but the game is also forgiving enough to be accessible and there's plenty to unlock. There's plenty to drive and loads of circuits too, but can a *NASCAR* game, with its endless ovals, ever impress UK gamers? Maybe. Not every driving fan will like *NASCAR Thunder 2003*, but its excellent AI does much to win over the unconverted.



■ Great crash damage...



LANGUAGE BARRIER

Not a problem. It's American...

TURN LEFT...

In *NASCAR Thunder 2003*, you're up against 43 other racers, and they all drive like they want to win. Even on an oval circuit with nothing but left turns, your driving abilities are tested to the max as you bump and scrape through the pack, cursing in frustration as they bunch up in front of you, allowing few opportunities to overtake. It's got lastability too, with a 20-season Career Mode and unlockable cars, skins and drivers, including the late Dale Earnhardt Sr.

To say *NASCAR Thunder 2003* won't appeal to everyone is an understatement. If you like tight curves and narrow chicanes, keep well away. If it's the thrill of overtaking and tussling it out with other drivers that fires your engine, this is right up your pit lane. It's fun in ways I never thought a *NASCAR* game could be. ■

Ian Osborne

VERDICT

UPPERS

- Great opponent AI.
- Fluid racing.
- Lots to unlock.
- Looks stunning.
- Great sound too.

DOWNERS

- Oval tracks repetitive.

SUMMARY

A surprisingly good take on stock racing. The courses are as dull as ever, but excellent opponent AI keeps you on your toes.



IMPORT TIPS

Struggling with your NTSC collection?
Check out our handy hints...

SUPER MONKEY BALL 2



Bonus Levels

Select the Beginner setting and complete all ten levels in World One without continuing to unlock ten bonus Beginner levels. Select the Advanced setting and complete all 30 levels in Worlds Two to Four without continuing to unlock ten bonus Advanced levels. Select the Expert setting and complete all 50 levels in Worlds Five to Ten without continuing to unlock ten bonus Expert levels.

Master Setting

Select the Expert difficulty setting and complete all 50 levels in Worlds Five to Ten and the ten bonus levels without using any continues to unlock the Master levels.

SMASHING DRIVE

Rush Hour Shift

Successfully complete the Early Bird shift.

Night Owl Shift

Successfully complete the Rush Hour shift.

Dusk and Wired Shift

Successfully complete the Night Owl shift.

Extra Time in Arcade Mode

Every time you continue in



Arcade Mode

you start with one extra second than before. Keep on losing and continuing to earn more time.



PAC-MAN WORLD 2

Pac-Man Mini-Game

Collect ten tokens to unlock the classic Pac-Man arcade game.

Pac-Attack Mini-Game

Collect 30 tokens to unlock the classic Pac-Attack arcade game.

Pac-Mania Mini-Game

Collect 100 tokens to unlock the classic Pac-Mania arcade game.

Ms. Pac-Man Mini-Game

Collect 180 tokens to unlock the classic Ms. Pac-Man arcade game.

Music Test

Collect 60 tokens to unlock the jukebox option.



Museum

Collect 150 tokens to unlock the Museum option.

Long Fall

Do a butt-bounce when falling from a high place and you don't lose a wedge.

Blade Mountain: Lives and Tokens

There are 11 extra lives and eight tokens in the level. They're usually found in the flying boxes above the ramps. Do a Flip-Kick (press 'B' in the air) to reach them.

Blade Mountain: Galaxian

Find one of every fruit to activate the treasure chest at the end of the level. Inside is a Galaxian.

Ice River Run level: Short-Cut

Find the area where there are lots of strawberries you need to drop down to reach. Grab 'em and go right.

Volcano level: Dig Dug Characters

When you get across the first gap in the level, there's a group of Dig Dug characters in a hole.



Import News

The latest happenings from around the globe...



HARVEST MOON COMING SOON

The latest Harvest Moon farming RPG, *A Wonderful Life*, is appearing in the US in the spring of next year, so could be released in Japan as early as December.

The game covers 30 years of the main character's life. Starting as a young man, you grow up, get married and have a child. There are apparently six paths through the game, so your life choices could greatly affect how things turn out for you.

A Game Boy Advance link-up is also catered for. The Advance *Harvest Moon* takes place in Mineral Town, which is separated from your GameCube home town by a high wall. Linking up allows you to move between the two.



The game's publisher, Victor Interactive, is owned by JVC. As JVC has pulled out of the European games market, a UK release depends on the game being picked up by another publisher. Might happen...

JAPANESE RESIDENT EVIL ZERO RELEASED

By the time you read this, the Japanese version of *Resident Evil Zero* (monikered *Biohazard Zero*) should be already out, and the American version either released or imminent. We've played the demo and it looks great, but all will be revealed in next issue's review.



VETERAN BROADCASTER SIGNS FOR EA



Veteran American broadcaster Mary Albert will supply the commentary for EA's forthcoming *NBA Live 2003* basketball sim, and also future games in the series. Mary, a broadcaster for over 30 years, was 'the voice of NBA on NBC' for 11 years before moving to Turner Sports. She will provide the voice-overs for *NBA Live Tutorials* and also play-by-play commentary.

KIRBY HEADING FOR MEGA-STARDOM

As regular readers know, Kirby's to star in his own TV series in the States, 'Kirby: Right Back at Ya'. Nintendo has now announced this will be followed by a \$10 million promotion aiming to make our pink pal as popular as *Pokémon*, with everything from pyjamas to children's meals getting the Kirby treatment.

Nintendo's Gail Tilden definitely thinks he has the star quality. "He's so unassuming", she says. "He's like a pink round ball."



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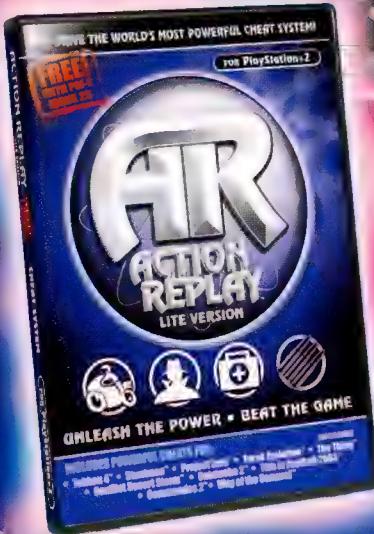
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Action Replay – you know it makes sense!

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Sanity's Requiem

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The Clock



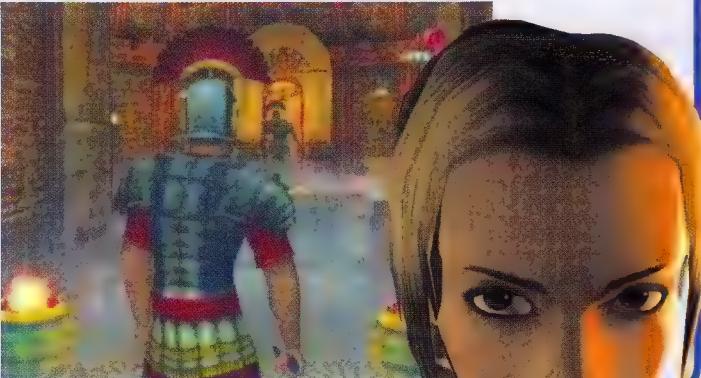
You start with Alex, in the foyer. Examine the clock. It's stuck at 3.33, and there's a key at the back. Take it. To the very right of the big staircase, on the east wall, walk through the first door. Go to the bottom of this room, and the camera shifts so you're walking into the screen. Just walk forward and approach the clock. Examine it, and change the time on it to 3.33. A door slides open, so walk through that and read the book on the table.

Trapper Portal

To get out of the trapper portal, wait until the circle in front of you turns purple, then take it to get to the exit. You can use the trapper portal to boost your magick, sanity and health. Wait for the circle in front of you to reflect the colour of the gauge you want to boost, and stand on it. Then you can stand on a circle that boosts it.



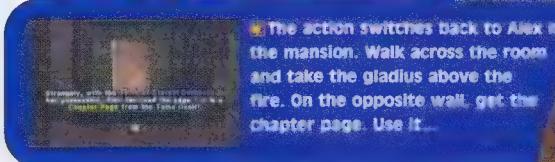
2. You face a statue of yourself. Cut off (in order) head, left arm, right arm, body. That opens a door to more enemies. Just to the side of the door is a yellow glowing circle. It's a button! Press it, and stand on the glowing circle in the middle of the room. You're transported. Walk forward and pick up one of the coloured artefacts, which defines the route you're taking through the game.



1. You're now in control of Pious Augustus. In the middle of the first room you find a ladder. Go down and fight. Head to the end of the corridor and pick up the granite block. Repeat in the next couple of rooms. In the second, there's a little alcove with a ladder in it. Go down the ladder. Walk along the corridor, kill the baddie and do a right turn. More baddies, and a granite block. There's four holes in the wall, each the size of a granite block. Insert them, matching the colours. A door opens. Go back the way you came in, and walk to the end of the corridor and through the now-open door.

Chapter One

Alex



The action switches back to Alex in the mansion. Walk across the room and take the gladius above the fire. On the opposite wall, get the chapter page. Use it...



Chapter Two

1. You're Ellia now. Turn around and head across the big room and take the necklace from the statue. Walk back to the starting point, but take the door on the left. Walk along, and veer right to a room with swinging blades. Avoid them and get to the end of the corridor. In the next room, kill the baddie and pick up the bronze necklace. Next, go for the candles, and just leave the middle one lit. Go back the way you came until you come to the opening room. Use the bronze necklace on the statue, and a door opens. Go through, walk along and left. Dodge the poison darts and extinguish the candles. A door opens; go through. In the middle of the corridor, turn left and pick up the blowgun; you fall down a secret passage.



2. Move quickly – a man's being attacked. Save him. From the position you entered, head left where you find a room with more baddies. Examine the boulder in the middle, then go through the other door. You find blowgun darts. Avoid traps and go to the end of the corridor for another big room.



3. Kill the enemies and use the other door. Walk along and grab the metal staff from the statue. Go back to the boulder and use the staff on it, then back along the corridor to the room you got the staff from, through the door and the chapter draws to a close.



Choose your Colour

When you get to the end of the first chapter, you have to pick your artefacts. Choose green, and your sanity drops quicker (with a subsequent knock-on effect for your health). Blue makes it harder for your magick to pick up, and Red hits your health hardest. The colour choice also defines the kind of enemy you face, and each colour also has an opposite, which is important when it comes to magick.



Know your opposite

You sometimes need to cast spells that reflect your opposite colour. If you picked the Red artefact at the end of Chapter One, your opposite is Blue. If you chose Blue, it's Green, if you picked Green, it's Red.

Alex

Walk to the candles and just keep the left one lit. Pick up the message tube and examine it.



Chapter Three

1. As Anthony, head up the stairs to the top, then walk along and pick up the tome. Head back up the stairs to the bookcase and get the blue urn. Use it; it breaks for your first Magical Rune. Head down the stairs, go right and the camera pans round. Walk to the end of the room, and examine one of the coffins. You get a Scramasax. Go to where you started and head back up the stairs. The monk has gone; explore. On the far desk is a gold medallion; grab it for your first Circle of Power. At the back are three bookshelves – examine the middle one and move the book. A secret door! Go through and down the ladder.



2. Equip the Scramasax and walk through the door. Kill a baddie for the Rune. Walk around the corridor and head through the door at the end. Save the monk for a double-edged sword. Grab and equip the torch, and from the corner shelves get two broken pieces of green urn. There's another on the floor – mix them. Head through the door and down the stairs; grab the codex. Further down kill a baddie for a Rune. Go through the door, pick up the red urn and the codex. Ready your torch and burn the tapestry, revealing a door. Go through, along the hall and through the next door. Head left and get the codex. From the table, pick up the Enchant Item scroll. Your first spell!



3. Cast it on your two broken urns to fix them. Head back to the room with the spout, and use the urns on the spout to fill all three. In the room where you got the scroll there's a stone plate with three circles on it. Place your urns on them and the door opens. Save the game and cast Enchant Item on your current weapon. Walk along the corridor and through the door. Kill the bishop and grab his key. Head back through the door and back along the corridor. Go into the room with the scroll and go through the door. Sneak past trappers by holding down 'X' when you move – see the boxout if he gets you. Go through the door and sneak past the next trapper.

4. Go through the door and kill the three enemies. Go back up the stairs, through the two doors, along the corridor and back up the ladder. Go down the stairs and just along the wall is a door; open with the bishop's key. Go through.



Alex

Head to the foyer and go up the stairs. At the door use the second floor key. It breaks; cast Enchant Item on it to fix, then use it again. Take a left, and walk down the hall until the corridor continues left. Go through the door to the right. Get Revolver Ammo from the desk. Examine the painting on the wall for the next chapter page. Use it.



1. As Karim, walk down the screen to a ladder. Go down and find the Tome. Back at the starting screen, fight four baddies, then go back down the ladder.

2. Walk along the corridor – the last baddie has a rune. Take the statuette. Go further along the corridor and climb a ladder found half way down. Ignore the shrine in the middle of the room.



3. Walk through the yellow force field to find a ladder; climb down. Walk along the corridor until you come to a little room. Kill the baddies, get the statuette and pick up the codex. Go back to the room with the big shrine. Around the shrine are three circles. Place your statues on two of them and stand on the third. Four trappers appear; hold 'X' when you move, and head for the shrine. Go down. You'll emerge in a hallway.

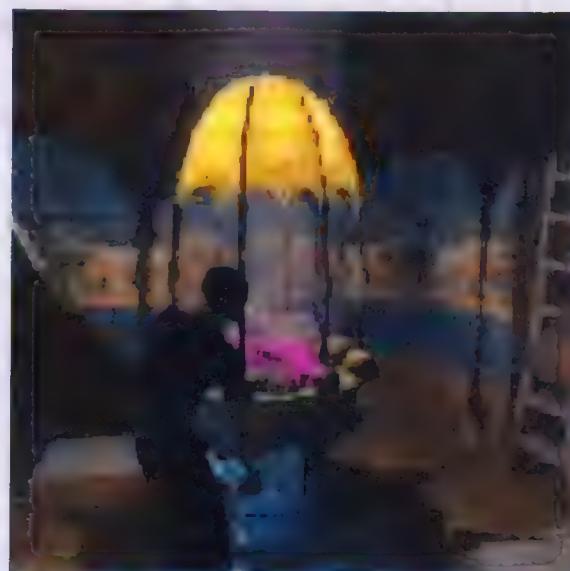
4. Examine the third corpse and pick up the tulwar – you now have a dual tulwar. Walk towards the door and the body rises and attacks! Kill it, go through the door and pick up the spell scroll. We'll be coming back to this room later.



5. Go through the next door and walk past the entry blocked by the yellow barrier. Save the game and go through the other door for a big baddle. Arm the chakrams from your inventory and enchant them. Then stand inside the room and lug them at him until he tumbles. If he gets too close, back out of the room and go back in. Once beaten, get the codex and go back through the door you came in by. Walk through the yellow barrier. Go down the ladder and walk along the corridor. Get the codex from the wall for the Recovery spell. Walk along and bear right, to the only open door. Walk through and along until you get to the big room.



6. Get the Ram Dao in the stone – four waves of baddies attack, but the last has a Rune. Go back to where you found the Spell Scroll, and beware of the trapper on the way. Arm yourself with the Ram Dao, and note the colour of the blocked door. They're green, red or blue.



7. Enchant your Ram Dao, aligned to the same colour as the door. Go to your spell list. Select Enchant Item, and select Cast. Choose the power of the spell and choose the alignment colour. Examine the door, and use the Ram Dao on it. Go through and walk along the corridor to the ladder. Climb down, sneak past the trappers and pick up the effigy. Head back down the ladder and continue up the corridor. Enchant your weapon, go over the rubble and take out the big baddle you find there. Carry on down the corridor, and go down the ladder.



Get back to the room with the staircase. To the left of the stairs is a door; go through. Head right and to another door. Examine it, note the colour of the symbol and enchant your gladius with that colour. Use the gladius on the door. Get the spice jar from the pantry. Examine it for the next chapter page.



1. Get the ammo from the desk. Head down, and continue walking to the end of the hall, picking up ammo from a table on the right, and go through the door straight ahead. Get the letter from the side of the bed and the codex above the fireplace. Go into the adjoining bathroom and get more ammo. Exit back into the hallway, and carry on up the corridor. Walk straight up the hall to a door, just as the corridor turns left. Go through and pick up more ammo, and then back down the corridor. Halfway down take the turning that brings you to the foyer of the mansion. Go down the stairs, and on the table is a letter. Take it. Head to the door left of the stairs for a room with more ammo and a codex. Get both. Move through the open door into the adjoining pantry, pick up the pump handle.



2. Go back into the corridor, and take the door on the end wall, to the left of the staircase.



3. Walk to the fireplace and examine it. Move the crow in front of your opposite colour (see boxout to work out opposite colour), and then go through the secret passage. You're in a room where you need the spell scroll, the sabre and another flintlock pistol found on the wall. On the table is the tome; examine it. Servants may attack – as soon as you kill anything, hit 'B' and attempt an autopsy. Maximilian is the only character who can do this. Head back to the foyer and kill the big baddle. An enchanted sabre works well. He drops a rune, which completes the Reveal Invisible spell. Go upstairs and through the door. Walk to the end and turn left. Keep walking until you get to the stained glass window at the end of the hallway. Examine the table and get the sealed envelope. Kill your attacker then go into your inventory and check the envelope. Inside are the letter and a key to the basement. Head back the way you came, go down the stairs into the main foyer. In the left corner, a big baddle appears and leaves behind another rune when killed.



4. Head to the right of the staircase. There's a coloured symbol on the wall. Try out your Reveal Invisible spell, aligning it with the opposite colour to the one on the wall. A door appears. Unlock it with your basement key, and go through. Pick up the codex and the spell scroll found next to the water. Use your pump handle here. Go down the ladder, dispose of the baddle and get another rune. You get the Damage Field spell. Down the stairs is a new enemy – use any recovery bits and make sure you're armed with the enchanted sabre. Don't run, as you're going to need all the energy you've got.



5. The enemy you face here is the toughest yet. He transports himself after an attack or two. He can also summon more baddies if you leave him long enough. As soon as he appears, run to him and attack before he can cast any magick. When he moves, run to him again and make sure you attack him quickly. Carry on like this and he falls. Keep him on the move.



Head back into the main foyer, upstairs and right. Go through the door at the end of the hall. Head to the dresser and examine it for a coloured symbol. Cast Reveal Invisible, aligned to the opposite colour for a lock. You already have the dresser key. Use it and grab the next chapter page and the revolver.

1. Kill the enemy with the wings with the shotgun, but only shoot at him when his wings are open. In the middle of the room is some dust; use the brush on it. Pick up the bronze bracelet and walk to the statue at the side of the room; use the bracelet on it. A door opens; go through and get the tome. Come back and take care of your attackers. Walk along to a trapped corridor. There's a trapper as well.



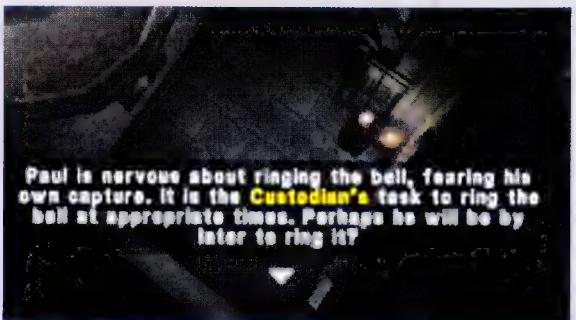
2. Half way along, turn right and take the bracelet. Carry on to the end of the corridor to cobwebs on the left. Use your brush and get the codex. In the next room is another biggie, although he can't do you any damage.



3. So grab the necklace and go out the door you came in. Go back down the corridor, and to the room with the statue. Put the necklace on the statue, and another door opens. Go through. Take the silver bracelet off the statue and replace it with the metal bracelet. Then go through the door to another corridor of traps. Use your brush on the cobwebs on the right and take the codex. Carry on into the next room and kill the enemies. One leaves a rune. There's another trapped corridor to go along, half way down is a spell scroll under cobwebs – use your brush. Behind you on the opposite wall is a statue. Put the silver bracelet on it, and carry on to the end of the corridor to find the trapped creature again. Enchant your weapon, and then cast your new Dispel Magick spell, oppositely aligned to the colours around the trapped creature. You release it; kill it and then head back to the statue down the corridor and put the necklace on it. A door opens behind you. Go through. Take out baddies for a rune then switch to your pistol and enchant it ready for a winged beast. Walk through the yellow barrier – you've got the right rune – and it's swinging blades and baddies again. Go up the corridor and battle the big fella through the door.

1. Go straight ahead through the double doors, and keep walking along the carpet. Cut scene time. You emerge in a room with a painting with an emerald in it. Get the emerald, exit through the door and get the tome. Then leave, and head up the staircase in the corner of the room. At the top, go through the door on the landing and into the next room. There's an enemy there. Head through the door. Once through, go up the stairs again.

2. In the corner of the room you can ring the bell. Do it and chat with the custodian for a key. It's for the old tower. Go right back down all the stairs and through the double doors you went through at the start of the level. Walk along the carpet until another carpet cuts your path. Do a left. Carry on along the carpet, stopping to pick up a torch from the wall, and go through the door.



3. Open the chest and take the crossbow. Examine the cloakroom next to the chest and you get a podium key. Head back, and go back to the altar (right near where the carpets crossed), and around there you find the podium. Use your key and open it up. Take the diary page. Just underneath the stained glass window you find a staircase, go down and take the first left. Go through the door you find. In this room are crossbow bolts and the Book of Reliquaries. Get both, and leave through the door. Carry on down the corridor. At the end, get the crossbow bolts, and the steel mace from the wall on the right. Go back the way you came and back up the stairs. Beware of trappers.

Once back near the altar, head back to that carpet that ran left to right. This time, you're going the other way along it, and you come to a door – the old tower door, to be precise. Use your key to unlock it. Walk to the end and pick up the spell scroll. Head back near to the door you entered the room through, and go up the stairs. Take the sheet of music off the bookcase and the second diary page from the table. Then head back down the stairs.

Behind the stairs and against the wall, there's another door. Arm yourself with the mace or crossbow. Kill the nasty on the other side of the door for a ruby. If you're having trouble, you can always do the 'pegging it out of the door to recover' trick. Head back to near the altar again.

4. You need the organ, so walk up to it and examine it. Play the music by hitting the buttons in the order on the screen for the Circle of Power. Get it, then head back down the stairs near the window. Go to the end, where you found the steel mace. Go through the door on the left, and sneak along past the trappers. On the right, examine the second of the barrels, and turn the spigot. You see a secret entrance, so go through and kill the big baddie. Arm yourself with the crossbow and enchant it, then stand just inside the entrance, fire a shot at him, and leave the room to reload. Repeat until he's defeated. You get a sapphire. Walk to the end of the room and examine the stone.



Chapter Six

4. Cast Dispel Magick with opposite alignment to the colour on the floor, and sweep up the cobwebs in the corner for a necklace.



5. Search the wall to the left for a panel. Press it and the traps along the hallway temporarily stop. Go out through the door and run down the hallway. When you get to the end, go through the door and kill the zombies. Use Dispel Magick with opposite alignment again. Go back out through the other door. The second half of this corridor fills with poisonous gas too, so make haste. Another baddie to kill, and another case of Dispel Magick with opposite alignment to cast. Examine the basin in the corner, use the necklace on it then push the button. You get a gold necklace. Press the panel, and go out the other door. Run along the corridor before the gas gets you! Step on the pressure pad in the corner, then run over and take the gold bracelet. You need to get back to the west corridor. Navigate wooden crushing blocks coming from the wall, and the corridor fills with gas. On the right in this corridor is a statue; put the necklace and bracelet on it. This reveals a secret door behind you – be quick! Down the stairs are three baddies, but you can run past them if you want. At the bottom, go through the door at the right and down the trapped corridor.

6. In the next room, use your brush on the cobwebs to reveal another codex. Go through the other door, down another trapped corridor and into the next room. Kill the enemies, and go through the next door to another corridor, and another room. One of the enemies here carries a rune that lets you through the door with the barrier; go along another trapped corridor. Kill the enemies in the next room to receive the Summon Trapper spell. Keep going to the cutscene with Mantorok. Go through the door at the back to end the chapter.



Alex



Head for the bookcase and get the Heart of Mantorok. Upstairs, go back to the stained glass windows. Dispel Magick to the opposite alignment. Get the chapter page.



5. Place your three gems on it, and another staircase is revealed. Go down, to the end of the corridor and through the door. More to kill, and you get a rune. Through into the next room along, down the stairs. Go through the door, but let the two big baddies in there fight amongst themselves. You just deal with the one that survives; hit-and-run tactics work again. There are crossbow bolts here. Go through the unlocked wooden door and head through the next door. More bolts can be found on the left wall. Keep going, and walk to the back of the room.



6. You find a shelf at the back – examine it and push it in for a new passage. Go through then walk to the end of the passage and through the door for the codex and the diary page. Remember that bell tower where you found the custodian? Make your way there, and talk to him. He gives you a sacrificial knife. Head back down the stairs under the window to the wine cellar, straight on, round the corner, and through the door. Then back down the stairs, through the door to the end of the corridor, through the door, kill the baddies and keep going the way you initially went until you reach the room with the coffin (the one with several locked doors).

7. Use the sacrificial knife on the coffin, then go through the new door. Cast a powerful, five-point Dispel Magick. Use Nethlek, Redgormor, Pargon and Pargon again, and make sure you align to the opposite colour to that which is in front of you.



Things to Note



■ Spell casting and finishing moves need to be done when you aren't likely to be interrupted.

■ You can't save the game when enemies are near, so save regularly and carefully.

■ When walking through trap-laden corridors, look out for pressure pads on the floor. Treading on them activates nasty things!

■ You don't have to kill everything.

■ Complete the game via the three different routes and you get a special ending!

Chapter Seven



8. That removes the magical barrier, so keep walking until you come to a dead body to examine. Kill the two baddies, then go back the way you came. Follow the man, and keep going until you come to a door to examine. Do it, then go through.

Alex

Back to the foyer, and go to the very left, through the double doors on the back wall. Examine the piano, play the tune and there's your chapter page!



Chapter Eight

1. Walk until you come to the ladder; go up. On the opposite side of the room you emerge in is another ladder; go down it. Along the tunnel, peg it past the baddle and up the next ladder. There are crossbow bolts near where you emerge. Head into the middle of the room, examine it, and then survey it.

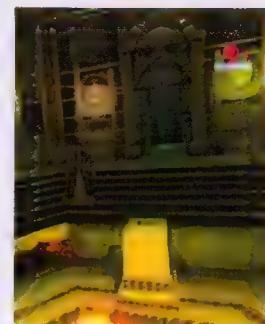


2. Pick up the salif from the side of the room and then climb down the ladder nearby. Arm yourself with the salif, walk to the bars and pull the lever nearby. Walk to where the gate has raised and pull the lever in there. Walk to where the gate is raised again and pull the lever. Walk through the gate just past the first level you pulled, and up the next ladder. Survey the room. Pick up the crossbow bolts from near the ladder, and head down the other ladder just past the crossbow. Get the tome, and then go down the ladder again. This corridor's trapper-filled, so sneak down it and climb the ladder at the end. In the next room, rush past the foes and take the spell scroll from the middle. Leave the room by going down the ladder. You find crossbow bolts opposite. Head left and dispose of the enemy. Keep going down the corridor until you get to a door. Go through. Cast your new Summon Zombie spell, and then get your zombie to walk into the trap you saw in the cutscene.

3. Down the ladder, and again, run past the enemies. Go through the door and take the artefact. It's an essence that depends on the colour you're aligned with. Run back to the room with the trap you walked your zombie through. Take the door to the left of the trap. Take the door at the end on the right. Survey this room, and then leave the way you came. Go down the ladder, sneak down-screen and head towards the left. Go through the door.



4. Use a Reveal Invisible spell, aligned to your opposite colour, of five point power. Cast it manually – Narokath, Redgarmor, Pargon, Pargon. Get the key off the pedestal in the middle of the room, and head back into the corridor near to the ladder you descended. An effigy should have appeared – if it hasn't, recast the reveal invisible spell near the ladder.



5. Once revealed, pick up the effigy and go back up the ladder. At the far end of the room is a big door; unlock it with your forgotten corridor key. Walk along, and you eventually come to a yellow barrier. Cast a Shield spell at five point power and run through, making your way through the door at the end. In the next room, just to the right of the gap, is a rope. Cut it with your sword to reveal a baddle. Survey the room from the middle of the bridge and pull the lever. It's worth checking your map at this point and looking for rooms with an X on them. They're the ones you haven't surveyed and you should have one marked. To reach it, go to the room with the trap you used a zombie on. In there is a ladder. Go down. Get to the end of the corridor and do a left. Walk into the room, survey it, and then make your way back to the very start of the level.

Alex

There's a painting just to the side of the fire. Examine it, and do a survey of the room to get your chapter pass.

1. On the table, pick up the soldier's letter. Go up to the podium and take the sealed envelope. Pick it up and examine it for orders. Head back down to the other end of the room and out the double doors.

2. Go up the stairs in the corner of the room, through the door, through another door for another soldier's letter. Get it then go back down the stairs and up to the door with the guard in front. Give him your orders to get through the door. Pick up the revolver, leave and get the tome. Leave again, and go back through the double doors. Lots of baddies lurk through the double doors, so cast a Damage Field spell or run past them.



7. Head for the fuse box on the far wall and use your lucky penny on it. Pull the lever on the generator for power! Back upstairs and head for the organ. Examine it and play the tune – press ABYXBYA. Pick up the door handle. Go to the opposite wall to the door you went through before, and there's a rune on the wall. Cast a seven-point Reveal Invisible spell, aligned to the opposite colour (you need Narokath, Redgarmor and three lots of Pargon). Use the handle on the door that appears and go through it. Pick up three lots of ammo, then go down the ladder. At the end of the hallway, go through the door and kill the baddies. Then go through the other door (the one you didn't come through) and down the stairs.



Chapter Nine

3. Take a right at the top and go through the door. Head up the stairs. Pick up the two-edged sword and collect the ammo from the bookcase. Back down the stairs, and the door just under the staircase hides three boxes of rifle ammo and a torch. Back out to the big room and head for the altar. Get the rifle. Go to the organ, collect the sheet of music then go down the staircase under the window. Take first left and there are two doors. The one on the right has rifle ammo and the one on the left has revolver ammo. Back along to the end of the corridor. To the right is some ammo, to the left is a door. Go through the door. There are trappers here.



8. You need the west door here, but because the camera has a habit of switching angles, call up the map and work out which is which. You're in a corridor with trappers. Shoot them. Through the door there's a letter. Examine the shelf. Push it and it slides open. Walk through the new entrance and shoot the trapper. Through the door at the end pick up the binding hall key and go back to the room where you took the west door before.



9. Use the south door, and follow the path round.



4. There are two doors opposite the entrance. Turn to face the door you entered by and take the one on the left.

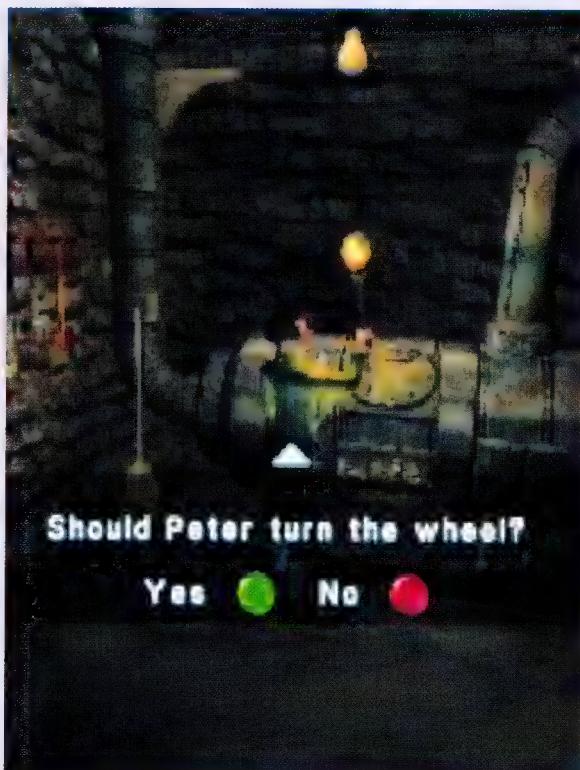


5. There's a small hole in the wall here. Use Summon Trapper and send it through the hole to see a body. Target it (right shoulder button) and press 'A' to send him to the trapper dimension. If your sanity's low, you can't control the trapper for long. You take control of Peter. Walk through the door next to the hole in the wall and take the Circle of Power.



10. You find a table with magical elixir. Go back to the room where you took the west and south doors. Take the east door, unlocking with the binding hall key. Through the next door, down the stairs, (pick up the ammo), and take the spell scroll at the bottom. Save - your next fight's a boss character.

He sets up a barrier so you can't escape, and fires three missiles at you. Avoid them, and he starts flashing. Use a seven-point Magickal Attack, and align it to your opposite colour. He summons zombies (repeat if he doesn't). Use the magickal elixir when you need to top up. As soon as the cut scene where the barrier is brought closer ends, cast another seven-point Magickal Attack. This moves you to the next cut scene, where the barrier is brought even closer. Now he's closer - dodge his claws. When he stops, cast five-point Magickal Attacks - there's no time for a seven-pointer. Two hits should finish him. Pick up the artefact.



6. Leave the room and turn the generator wheel. Go back out into the wine cellar and into the opposite room.

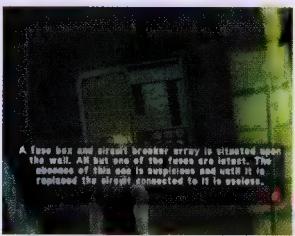
Alex

Leave the room and head for the foyer. Talk to the nurse for the basement key.

11. Go to the foyer. Head to the locked door on the back wall to the right of the stairs. Unlock it and head into the basement. Get the shotgun, two lots of shells and the revolver ammo.



12. Open the fuse-box on the far wall and use your lucky penny on it. Trip the breaker and go back into the foyer. Go upstairs, turn left, and take the door straight ahead for the journal of Maximillian Rivers. The next chapter page is in the medicine cabinet.



1. Above the fireplace is a historical journal. Check it for the minute hand. Go into the foyer and take the door nearest the front of the left wall. Pick up the ammunition. Back in the foyer, take the door on the back wall to the left of the stairs. Take the sabre. Back into the foyer then and up the stairs. Turn right and walk along the hallway, going through the door at the end for shotgun and revolver ammunition. Back in the hallway walk along the carpet until it bears left. Take the door on the right, and on the desk are shotgun shells and elephant gun ammunition. Elsewhere is a historical journal. Check the journal for the hour hand. Go back to the library.

2. Go to the clock from the start of the game, picking up the spell scroll from the chair. Put the clock hands on the clock and change the time to 3.33. A new room is revealed, with a revolver, shotgun shells and the tome. Go back to the library, fight a vampire, then pick up the half of the basement key that's fallen out of the pot. Use Reveal Invisible aligned to your opposite colour to keep track on the vampire. Go out into the foyer, up the stairs and turn right. You may see it ahead of you – don't attack him yet. Go through the door at the end of the corridor and save the man. Talk to him for the key to the gun cabinet. Go to the other end of the corridor, and when the carpet goes left, take the door on the right. Unlock the gun cabinet and take the elephant gun.



3. Set the elephant gun to double barrel, enchant it and when the vampire appears, aim at his head. Once you've beaten him again, he goes off to recharge. He next appears in the foyer, so go there and enchant your weapons. Shoot him in the head again and he drops the other half of the basement key. Pick it up, mix it with the rest of the key then enchant it. Enchant your guns and go into the basement – the door on the back wall to the right of the stairs. Cast a Reveal Invisible spell first. You need to outrun the vampire, and shoot the white pillar in the corner of the room. Destroy that, and he can't renew his energy. If things get hairy, head back up the stairs and leave the room to recharge. Once you've destroyed the pillar, take the vampire out.

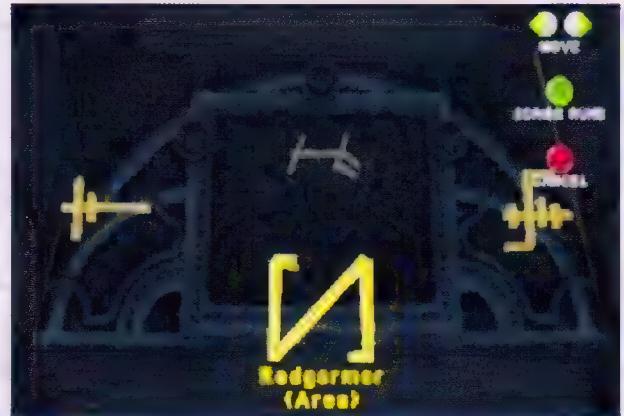


4. In this room, there are six lots of ammunition, a shotgun on the wall and the Summon Horror spell scroll. You find a ladder where the pillar once stood, so go down that. Make your way down the stairs. Two big baddies wait. Either go straight past or cast a Damage Field spell. Go through the gate at the end, and there's two more, one of which is a guardian. Run past them both and through the door at the end.



5. You're now in a room with nine wall panels. From left to right, press...

■ Panel One, and step into the middle of the room. You're transported to a tower; you must go to the top and flick a lever. Walk up the stairs, examine the stone at the top and scribe the rune. This opens a teleport at the bottom of the stairs. That's common for each of the nine towers. In this case, you're transported to a room with a couple of big enemies, so cast a Magic Field. Then leave by the left door, and take the door at the end.



6. ■ Panel Two. When you go to scribe your rune, select Redgermor to open the teleport. Pull the lever. Leave by the newly-opened door, and you should know the drill from here.

7. ■ Panel Three. No choice of rune here, so select Pargon and go to the teleport. Pull the lever. Walk down a little, cast a Damage Shield and follow the usual drill.



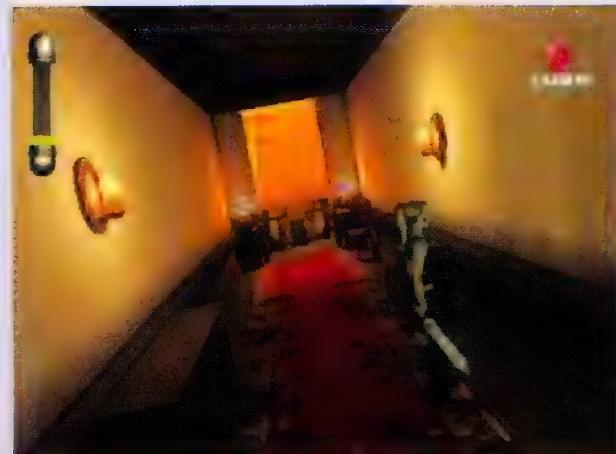
Chapter Ten

- 8. ■ Panel Four. Pargon again. The lever here is by the purple hole.
- 9. ■ Panel Five. Pick the rune that's aligned to your opposite colour. Here you face a guardian like the one you met earlier in the game. Enchant the elephant gun, shoot it, follow it, wait for it to reappear and shoot it again.
- 10. ■ Panel Six. Just some trappers to shoot.
- 11. ■ Panel Seven. Pargon again. You need to move quickly, as there's a guardian on the other side of the room. Run to it before it can work any magick and start taking it out.
- 12. ■ Panel Eight. The rune is Nethlek. Prepare a three-point Magick Attack. Cast as soon as you appear in the room, then go right, and follow the path round until you come to some stairs. Then chase the guardian as usual, shooting him when he appears.
- 13. ■ Panel Nine. Last one! It's Pargon again. Cast an Attack as soon as you enter the room, then go down the steps and cast a Damage Shield. Stay within it, shoot the big enemy, but keep your eye on when the guardian reappears. As soon as he does, cast another Magick Attack.
- 14. Find your way back the way you originally came, back up the stairs, running past all the monsters. You haven't got time to fight them. Eventually the chapter ends.



Alex

Head to the basement and check the wine barrels. You find the pickaxe.



- 15. Go towards the stained glass window, and look for the bit of wall that doesn't look quite the same. Use your pickaxe on it to break through. Dispel Magick time, aligned to the opposite colour of the barrier. Examine the pile of bones for the stethoscope. Get the page of Maximillian's Journal. Head to the basement and examine the locker. Use the stethoscope on the safe; the combination is 59 left, 81 right, 46 left. Open the safe for a crankshaft, an essence, a letter from Edward and the chapter page.

Chapter Eleven

- 1. A couple of effigies and an essence are in your inventory at the start of the level. By the door is a corpse; examine it for a pistol and an assault rifle. Go through the door, and run past the enemies. Go down the ladder in the middle of the room and then go up the first ladder on the left. Run across the room, pick up the gold amulet and go back down before you're attacked. Carry on along the corridor and take the next ladder up. Get the staff.

- 2. Go back down the ladder, then up the next ladder. Head towards the hole in the floor at the back of the room. In your inventory, mix the amulet and the staff, and use the result on the hole. You can now reflect light.



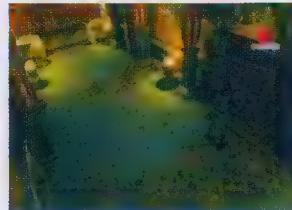
- 3. Aim onto the globe. It starts smoking. Repeat with the globe on the left. Finally, aim for the tower in the middle. This reveals a ladder; go down to the tome then back down the ladder. Walk through the room, and up the ladder at the end. Go down the next ladder at the other side of the room. Go down the tunnel to a hole in the floor. Use a five-point Dispel Magick aligned to the opposite colour to get rid of the shield. Pick up the effigy. Go back down the corridor, up the ladder you haven't yet used on the left of the screen. Watch two baddies fight each other, and use the ladder in the middle of it. Go down. Run along this corridor avoiding the nasties, and make your way through the door at the end to the room. Only one of the doors here is unlocked, so go through. There's an obelisk in this room; ignore it for now. Go through the next door. If you've got all three effigies, put the emerald effigy on the red painting, the sapphire one of the green painting and the ruby one on the blue painting. A staircase appears in the room that had the trappers; go down and you can get an enchanted gladius. It's not compulsory, just helpful.



Chapter Eleven cont... ➤



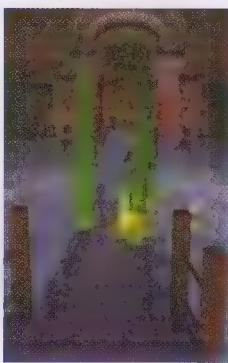
4. Head back to the room with the obelisk and cast a Summon Trapper spell. Trap the obelisk using the trapper and remove it from your path, revealing a ladder. Go down. More trappers; once past them, go down the next ladder.



5. You find a scroll held by a skeleton. Move to the next room by walking past down the ladder. Two baddies fight it out, and one dies, removing the energy barrier – kill the other. Once the coast is clear, pick the plastic explosives up, and then back to the room with the obelisk.



6. There's a hidden door in here. To find it, cast a seven-point Reveal Invisible spell. The door appears opposite the door you came in through, so go through it. Walk along and find a dead soldier. Take the detonator caps off him. Cast a seven-point Shield spell and run through the yellow barrier. Walk onto the bridge and kill the enemy. In your inventory, mix the plastic explosives with the detonator. That makes a C4 Bomb.



7. You need a seven-point Enchant Item spell to give it the power it needs. Use the bomb on the bridge; you have three minutes to get out. Switch to the flashlight. Run back through the yellow barrier, and make your way through the door. In the next room, do the same – just run to the other. Go through the door in the top-right of the screen. Run down the corridor and go up the ladder. Across the room, down the next ladder. Go along the corridor, avoiding the two baddies, and take the ladder up at the end.

8. Then go through the double doors and up the ladder.



12. Use the pedestal fragment on the third, damaged pedestal. You should have three essences in your inventory, so place one on each pedestal. Remember the nine towers? Here we go again. We'll go left to right...

■ Panel One. Scribe the rune as before. Head up the steps, but stop at the top. Cast a seven-point Reveal Invisible spell aligned to your opposite. Go left. It's the same exit door for each level from this room – the same one you had to run through a couple of chapters back. Cast a shield and run.

Alex

Head to the library and kill the enemies. Go into the foyer, get rid of the enemies and pick up the package at the door. Open it. If you got the enchanted gladius in the last level you get that, but you also get an essence.

9. Go back into the library and take the door to the observatory.



10. Go to the mirror directly under the telescope and beam the light onto the next mirror. Go to that mirror, and beam the light onto the next one again. And then on the final mirror, adjust it so it hits the globe. A secret passage in the floor opens. Head to the basement. Once there, head through the door and climb down the ladder. Go down the stairs and keep going until you come to the open iron gate. Walk through. Cast a seven-point Dispel Magick.

11. Then cast a seven-point Shield and run to the end of the room. Pick up the two pedestal fragments, mix them together then enchant them.



■ Panel Two. The rune is Artetak.

■ Panel Three. Stand in each of the three circles, examine them, and then summon the creature depicted. Have them walk into the circle.

■ Panel Four. Walk on the purple bit of the floor, and a worm jumps out; sneak away.

■ Panel Five. Use the opposite alignment. Then kill the trappers and take the stairs.

■ Panel Six. In the room you teleport into are several trappers, but they're invisible. Cast an opposite-aligned Reveal Invisible, and then shoot them.

■ Panel Seven. Three obelisks here – attack them at the same time. A seven-point Magickal Attack does the trick.

■ Panel Eight. The rune is tier. Use a seven-point Dispel Magick on the shield, then cast a Shield on yourself and make your way out.

■ Panel Nine. You need two seven-point bind spells, which make the baddies fight each other. You can then kill off the winner.



To End...

That's the towers; just leaves the mighty Plous himself. Make sure you've saved your game. If you have the enchanted gladius, get it ready. Otherwise enchant your weapons with your opposite colour in advance. Avoid Plous' swing, and attack him as soon as he misses. If you hit him, the essence appears. Hit Plous, then hit the essence and so on, until you get control of Ella's ghost. When you have, run up to the tome and grab it. You're controlling various ghosts here, so follow the procedure of attack Plous, attack the essence. Then you're left with just you against the big guy. Enchant your shotgun to the opposite colour, and keep shooting. It takes a while, but eventually he buys it. Select the Bankorok rune, and the game's complete!

ACTION CHEATS...

The latest GBA tips and Action Replay codes!



V-RALLY 3

[M]
A7FCF834 1F1F9D0C
97A3BE70 48FB8E89

Infinite Time
368B3748 59FA4F7A

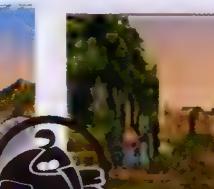
Slow-Mo On Button
78960794 27667199

No Body Damage
E6233193 DA5B5C8C

No Suspension Damage
6FA8EDF4 26166A5E

No Brakes Damage
A4542715 6C654404

No Steering
Damage
483880F7
297DE06C



National Licence
1E04EA16 AAFF7B1F

European Licence
B897F749 7906E629

International Licence
25C151C5 03E0B146

Time Trial Codes
78960794 27667199

Regional Track 1
E1B2C71B 033A95A8

Regional Track 2
00F41280 581E19CA

National Track 1
37DBB087 17EA9BAF

National Track 2
3F674BE5 37D3E490

European Track 1
6C351746 19472775

European Track 2
E5E45592 3115DE6D

International Track 1
AA663D7F 4C0D343C

International Track 2
7B7F8829 0018FFFF

GB track 6
14502913 638F3EC1

GB track 5
1537AA6D 87BB38D0

GB track 4
73985EED B51701D1

Finland Track 6
33950FF5 1AE82BE3

Finland track 5
C735E3DD 6215AB7D

Finland track 4
55FA5369 B415A3ED

Germany Track 6
56A21547 2A523944

Germany Track 5
002C3256 A0F380B0

Germany Track 4
FE3EE133 CF779D85

Kenya Track 6
74782341 51DF6D61

Kenya Track 5
061F1B84 EE326019

Kenya Track 4
67A24E63 5C96E79F

Portugal track 6
14028B4B B4A1BE84

Portugal track 5
8D65C8BB 7E4C955F

Portugal track 4
F8C70E38 B6314765

Sweden track 6
24F0FEF3 07E3B017

Sweden track 5
864695F3 DA589F1F

Sweden track 4
AB0BB614 C81230D7

France track 6
FAAEF2E0 B80BE987

France track 5
D3348903 3E347506

France track 4
8E7A8B5D 93B31459

TOP GUN: FIRESTORM ADVANCE



Play Mission 5
981B3830 7357EB5A

Play Mission 6
73E005B7 700B6413

Play Mission 7
E776B8ED 37B5B401

Play Mission 8
F5E1023F DDD350DA

Play Mission 9
76EAA491 9CF46A77

Play Mission 10
778071C1 6116E343

Play Mission 11
10A2F001 COFOFC7F

Play Mission 12
786F66E9 8F008773

Play Mission 2
0C61783A 15D3ACFD

Play Mission 3
965B810A A9FC5606

Play Mission 4
F5EA9D68 446C1467

Play Mission 2
0C61783A 15D3ACFD

Play Mission 3
965B810A A9FC5606

Play Mission 4
F5EA9D68 446C1467

Play Mission 2
0C61783A 15D3ACFD

Play Mission 3
965B810A A9FC5606

Play Mission 4
F5EA9D68 446C1467

clarion
CAR AUDIO & BEYOND

EURODATACAR

MICHELIN
MAGNETI MARELLI

Top Tips

AGGRESSIVE INLINE

All Levels

↑ ↓ ← → ← → B, R

Unlock All Courses and Skaters
Input L, L, B, B, R, R, L, R at the title screen.

CASTLEVANIA: HARMONY OF DISSONANCE

Hard Mode

Use HARDGAME as your name.

No-Magic

Enter NO MAGIC as your name.

Unlock Boss Rush Mode

Beat the game to unlock Boss Rush Mode, a battle with every game boss, one after the other.

Play as Eight-Bit Simon

After you've beaten the game and got Boss Rush Mode, input the Konami Code (↑, ↓, ←, →, ←, →, B, A) as the Konami logo appears. Enter Boss Rush Mode and Simon is automatically selected.

Play as Maxim

After you beat the game, enter MAXIM as your name in a new game and you start the game as him.

Secret Info Option: Encyclopedia

Collect the Monster Tome relic for a list of every monster you've defeated, with stats.

Secret Info Option: Collectables

Grab a collectable for a list of all the collectable items you picked up.

Unlock Sound Mode

Have all Dracula parts and wear Justus' and Maxim's ring when fighting Maxim in Castle B. Afterwards, Dracula shows. Defeat him to unlock Sound Mode at the main menu.

KING OF FIGHTERS EX: NEOBLOOD

Unlock Geese

Beat the game with the Fatal Fury team.

Unlock Lorf

Beat the game with the Hero Team.

Unlock The Extra Strikers

Beat the game with any team at all and they appear at the bottom of the Character Select Screen.

Unlock Extra Striker: Yamazaki

To unlock Yamazaki as Extra Strikers, beat the game with Ryo at Very Hard in Single Mode and Yamazaki appears at the Extra Strikers screen.

WOLFENSTEIN 3D

All Weapons, Keys, Refill Ammo and Health

Press start and hold L+R, press A, B, B, A, A, A, A. If done correctly he screams 'Yeah'.

Boss Warp

Pause the game, hold L+R and press A, B, A, A, B, B, A, A. Unpause to warp to the boss level of that episode.

God Mode

Pause the game and hold the L+R and press A, A, B, A, A, A, A, A to activate God Mode.

Level Skip

Pause the game, then hold the L+R buttons and press A, B, A, A, B, B, A, A. Unpause to start on the next level. Do this on the first level to go to a secret level.

PINBALL CHALLENGE DELUXE

[M]

93C09922 424D0A5F
AF628D87 7C370E43

Max Score

544AC939 18D580A5

Bonus *9

0BB455AA C7BB36A7

Sticky Flips

89CD9311 B916D497

Start With 9 Balls

94A3F41E ADA1A86B

Start With 99 Balls

BAD9A4BA ADA93577

Action Replay Button Cancels Tilt

3242D66C 6C46C026
7E5C2716 75F6F6EF
ABD37216 9E0BEF54

Slow-mo On Button

78960794 27667199

TINY TOONS: BUSTERS BAD DREAM

[M]

B7B9EC70 8F904002
A8A0B58E 25B577D4

AR Button For Health

A7F863F6 2C0B6B2F
DDF008F1 A3CC6E0C

Slow-Mo On Button

78960794 27667199

Max HP

9E5C6C9D
E55803F8

Level 99

C36D48A2
9273B913

**Want more
same? Ring
codeJunk
on:**

**09064
774477**

Call cost 60p
all times. Under
hours a day, 10p
a week. Please
permission of
pays the bill before
the codeJunk

Chessmaster

27A0B705 06785475
8F6A5386 6402C815

Timer Player One to Zero

30DC1705 F73FD9CC

Slow-Mo On Button

78960794 27667199

Call cost 60p
all times. Under
hours a day, 10p
a week. Please
permission of
pays the bill before
the codeJunk



GT ADVANCE 2: RALLY RACING

[M]

377CCDA7 5B45AA0F
2C6AE488 00C7EAC8

Freeze Timers

B1E866BD 11378E67

Action Replay for Boost

870EE405 67F3C1A5

Always First

9CAEA177 54E29D05

DROOPY'S TENNIS OPEN

[M]

905D645B 0E7C55C6
DEDFA28 FBD62604

Action Replay Button Gives 40/00

37B9897C 7C32BD7C
4558892B 3343345A

Infinite Time

A9F47F52
F700CE31

Unlock Everything

F7B3ED66
C7588705

DOKAPON: MONSTER HUNTER

[M]

D15A9FFD A07F1DB4
D372C1AA 6F347C6F

Infinite Gold

F4C1650 76B4620F

Full HP

9BDA4095 F9CA2A56

Max HP

9E5C6C9D

E55803F8

Level 99

C36D48A2

9273B913

Max Attack

AD3D6AF6 5706CA6C

Max Defence

F31C5478 DE833FF7

Max SP

1DB1AF72
235E7BCF

Slow-Mo On Button

78960794

27667199

SHEEP

[M]

C4555F8E 4AF984FD
06990922 CC4D9105

Infinite Time

66E974B5 66262DB9

Max score

2FB5DBA2 E2989052

Slow-Mo On Button

D3D95D8E B80E0FDB

ICE AGE

[M]

02EA831E F986D1D7

AE3EA653 AC4562BF

Infinite Fruits

4C677CFA C7E905D5

One-Hit to Kill Boss

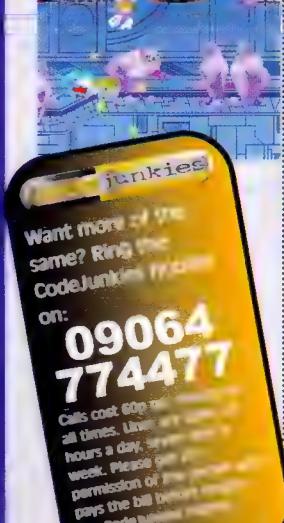
FAAE96B 44C65C87

All Levels

7BC5D0AD 1127581E

Slow-Mo On Button

78960794 27667199



SPIRIT: STALLION OF THE CIMARRON

[M]

E31A0DOA 2B205DDF
D5C153C9 293E621C

Slow-Mo On Button

78960794 27667199

Infinite Usage Item

3F197D67 A3340EA7

CT SPECIAL FORCES

[M]

1E67A88B DC194A1D
8D8DAFB8 9859032E

Infinite Health

95DC6E06 D0743AD4

Infinite Lives

CBF5E13D
01BB64B5

**Infinite
Burst Ammo**



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ACTION TIPS

Are you ready for action? With our cut-out-and-keep cheat cards, you're always prepared!

1: First, cut out your sizzling Action Tips coupons.



2: Store them in your game boxes, along with the disc. If you haven't got the game, keep it somewhere safe in case you decide to buy it one day.



3: whenever you play the game, you've always got the cheats handy!

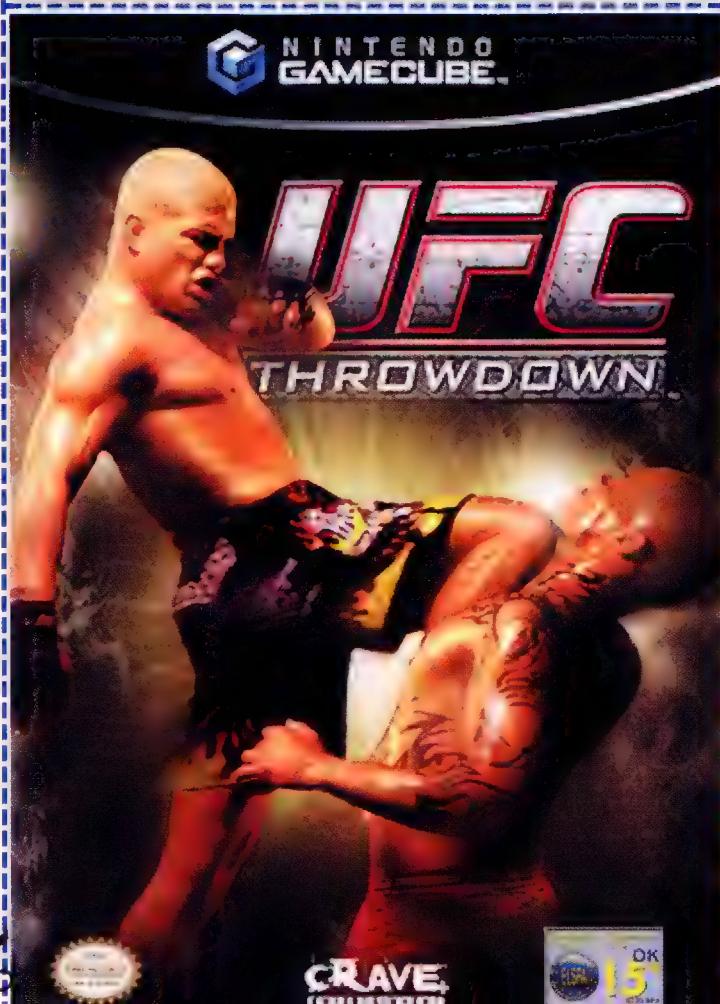
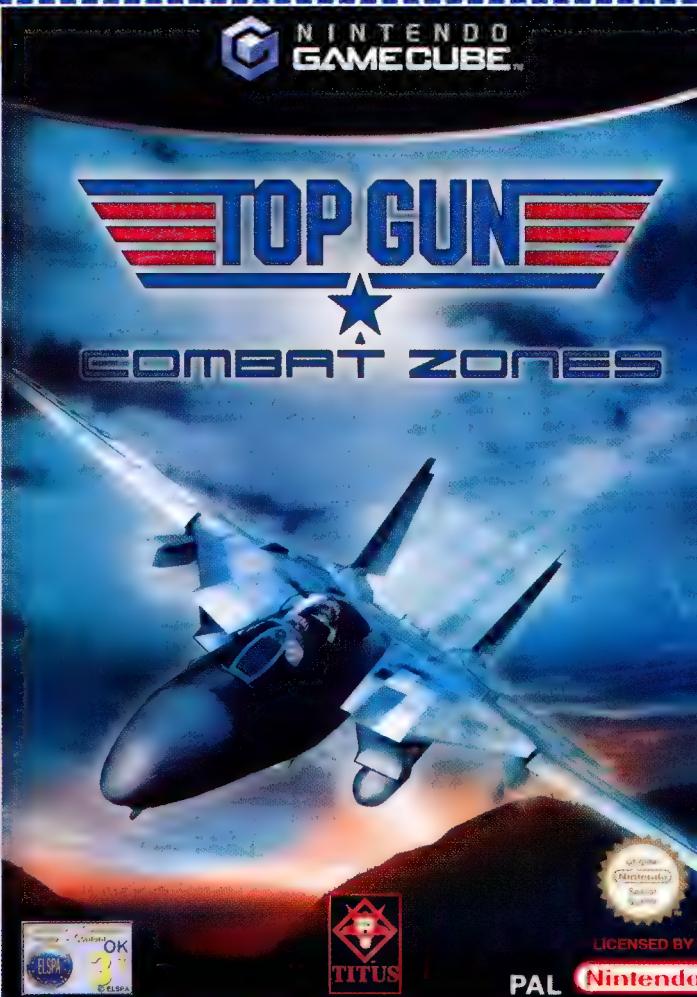
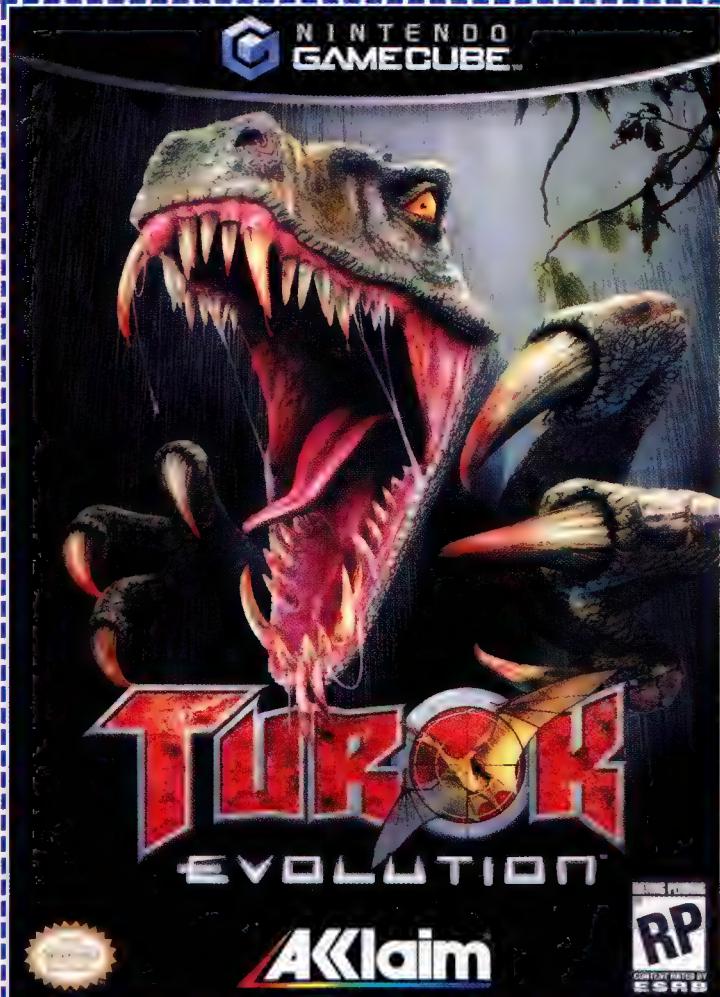


ACTION TIPS:
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Testing GameCube
and GBA games
wide open!

cut along the line • cut along the line





Star Wars Rogue Squadron II: Rogue Leader

Sneaky Shield Refill
To refill your shields without dying, crash your craft immediately before the game goes to a cut-scene. If the crash sequence doesn't finish before the cut-scene starts, you resume with full shields without losing a life.

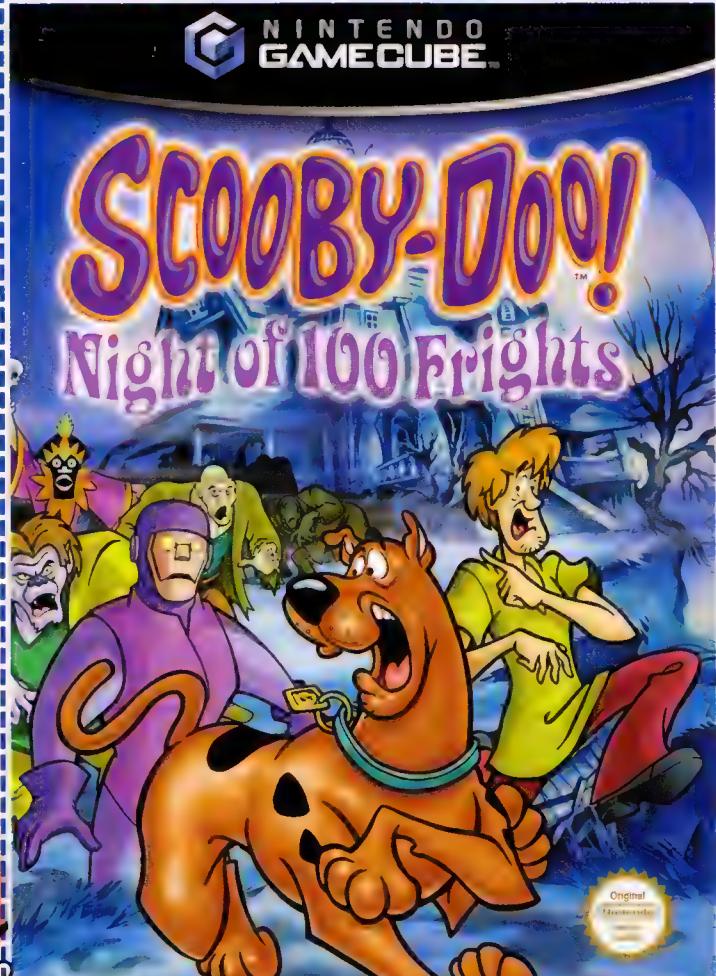
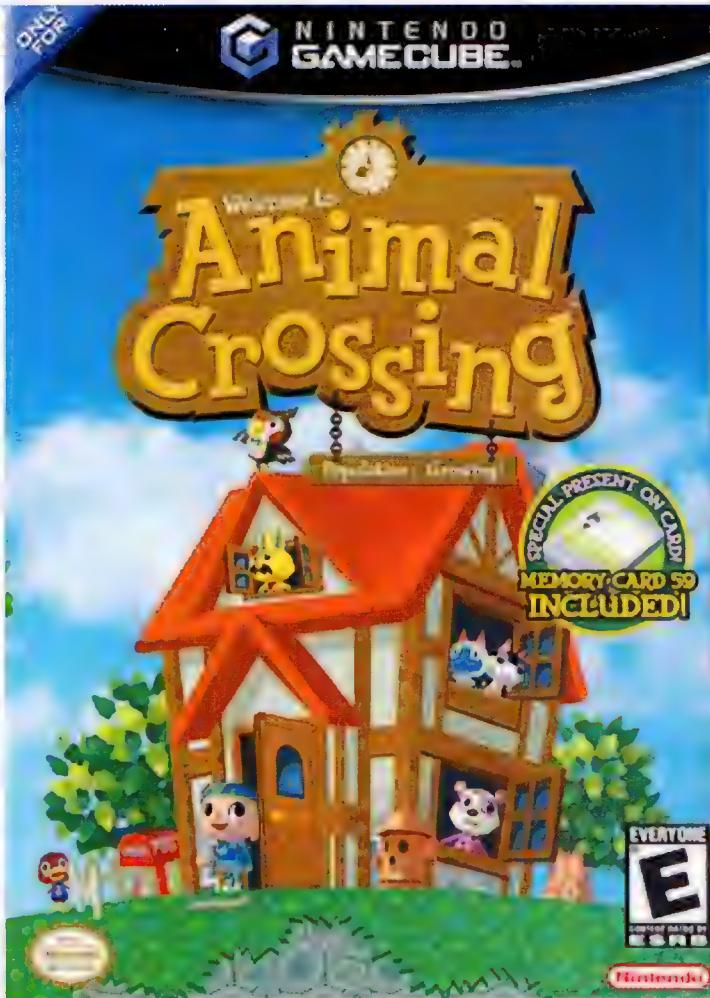
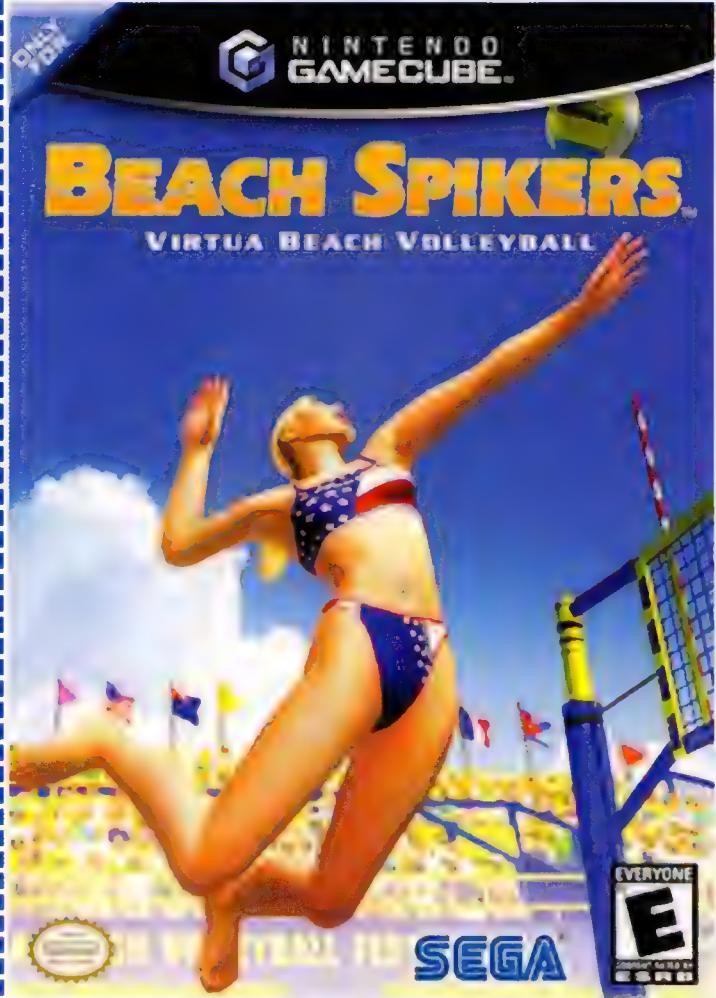


Super Smash Bros: Melee

Sneaky Points
Just before your last opponent flies off the screen, perform a taunt. If the battle ends while you're in the middle of it, you get a Fighter Stance bonus of 500 points.



cut along the line • cut along the line



ASK THE EXPERTS

Stuck in a GameCube or Game Boy Advance game? Drop us a line. If we know the solution, we'll tell you. If we don't, we'll find out...

TUROK: EVOLUTION

Q I'm stuck almost at the beginning. You know the level where you have to climb to the top of the mountain to meet the pilot, the one where brontosaurs drink by the waterfall and the alligators are after you? I killed all the alligators and searched the level, but can't find the key to the underwater door. Please help.

R Supward, Tonbridge, Kent



analogue stick. If you're having problems, jump while pressing Up. There's a series of Small Medi-Kits to collect on the way up too. This should lead you to the key...

A No problem. By the brontosaurs there's some vines hanging down the cliff face. Walk up to them and climb them by pressing Up on the



JAMES BOND 007 IN AGENT UNDER FIRE

Q I'm doing alright in Agent Under Fire, but can't find all the Bond moves in Level Ten. Can you help?

Ian Andrews, Hull

A Sure can. Here they are...

- In the first room, cut the smallest vent cover.
- Using your Q-Remote, get the programs for the System Pressure, Temperature and Chemical Regulator. That's three whole moves.
- Go to the Cloning Room. Find the controls, and press the green button.
- Also in the Cloning Room, use the Q-Remote to apply program changes to the three

terminals. This also counts as three separate Bond moves.

• In the Submarine Room, press the green button to the left of the sub. This lowers the stairs and gives you a Bond move.



STAR WARS ROGUE SQUADRON 2: ROGUE LEADER

Q Is there any reward for completing all the objectives in the Training Mode? I've done it and got the Area Complete message, but got nothing.

Dave Parton, Norwich

A Yes, you get a Naboo Starfighter if you complete the Training Mode four times, at Dawn, Day, Dusk and Night. The game time is determined by the GameCube's clock, so if you don't fancy playing at the necessary times of day in real life, just reset the clock. To find out which times you've completed already, start a training mission and quit - if you get a screen saying Area



Complete, you've done that one. If not, you haven't. The Naboo Starfighter (from Episode 1, fact fans) can be used in Ison Corridor Ambush, Razor Rendezvous, Vengeance On Kothlis, Raid On Bespin, Battle of Endor, and Endurance.



Readers' Round-Up

The best of your happening hints...

BATMAN VENGEANCE: MR FREEZE

To beat Mr Freeze, fire remote charges at the canisters above him, and blow them up when he's underneath. Drop about five on his head to topple him.

Tony Shaw, Dorchester, Dorset



LUIGI'S MANSION: FINAL BOSS

To beat 'Bowser' in Luigi's Mansion, first run away until he rolls mines at you. Suck one up in your vacuum cleaner (it's held on the nozzle), then wait until he raises his head, ready to bring it down to ground level for his next attack. When he does, fire the mine at him by switching the vacuum cleaner to 'blow'. Hit him on the head and his bonce flies off, revealing King Boo. Suck him in like a normal Boo - he eventually returns to his Bowser suit. Repeat until he falls.

Dick Sheen, London



BEACH SPIKERS: DURAL TEAMS

Clear the World Tour with 100% Teamwork and play the Gold/Silver Dural Team. Beat the World Tour with less than 30% Teamwork and play the Black Dural Team. Beat these to unlock some extra faces.

Lisa Soubrette, Buckingham



BURNOUT: TIP

In Burnout, draw level with an opponent, and instead of overtaking it, nudge it into a car or object. It's really cool to watch them crash.

Frank Davis, Swansea



BREATH OF FIRE II (GBA): BLEU

You find Bleu south-east of the Thieves Tomb. Look at the sandunes - one looks slightly different. Enter it and talk with the people you meet. Go to Hometown, and in the west, in the Magic School, go upstairs. Bleu is there, and he'll join you.

Sandra Courtney, Brighton, Sussex



RESIDENT EVIL

I've got as far as the clock puzzle in the first floor dining room in Resi, but don't know what to do. What's the answer?

Mary Willma, Staines

Insert the Gold Emblem where the Wood Emblem used to be to open the clock. Examine it, and then set the time at six o'clock. Quit the puzzle and the clock moves, giving you a Shield Key, which opens the Snake Room.



CAPCOM VS SNK 2: EO

In the arcade and PS2 versions, there's a glitch. If you do Cammy's Spiral Arrow and Klim's Air Super Combo (which must hit during the Spiral Arrow), Cammy freezes. Can you do this on the Cube version?

Martin Seelie, Cardiff, Wales

We asked around on this one, and apparently the bug (which was present on the Dreamcast version) has been fixed. Hurrah!



SPIDER-MAN

How do I get past that swinging log thing in The Vulture's Lair in Spider-Man? It's driving me nuts!

Mike Lycett, Birkenhead, Merseyside

Watch it swing. See a pattern? It hits each of the two walls in turn. Stand next to one of them (either one) and just after the log hits it, jump up and hammer 'A' to go even higher. Double-jump, then use a Zip Line to fly past the log. Move up to avoid its swing, then repeat this technique to get past it completely.



PIKMIN

Any tips for Pikmin? Anonymous, by e-mail

We prefer more specific tips requests, but here goes. There are two items that spawn massive amounts of seeds. One is a pearl - get it by beating up a Pearly Clamclamp for 50 seeds. The other is a brown egg worth 100 seeds. Defeat the Smoky Prog to grab it...

SUPER MONKEY BALL

I can't handle Expert Extra Nine stage - it's impossible! Do you know what to do?

Grant Angerson, Norwich, Norfolk

It's entirely solvable, though lots of people are getting stuck here. Here's a near-foolproof solution that's buzzing around Monkey Ball gamers everywhere...

Run to the edge of the platform so you're lined up with the row of chequered pods ahead. Stand perfectly still with your feet at the very front of the second square from the front of the platform. Aim towards the goal, then move as fast as possible. Keep VERY straight, but if you

must adjust your path, do it in the air. Eventually you bounce one last time. You probably need to adjust slightly to bounce into the goal. The golden rule for this level is once moving, never brake and never move at anything less than full speed.



NEED A LITTLE HELP?

Stuck in a GC or GBA game? Got a tip you'd like to share with us? Write it down and send it in! Send your tips and requests to Ask the Experts, G-Force Magazine, Thin Ice Media, Stafford Road, Stone, Staffordshire ST15 0DD or e-mail us at tips@gforcemag.com.

Remember, tell us EXACTLY where you're stuck and which game you're stuck in. For example, there's no point saying, "I've got most of the Shines in Super Mario Sunshine but where are the others?". How are we supposed to know which ones you've already got?

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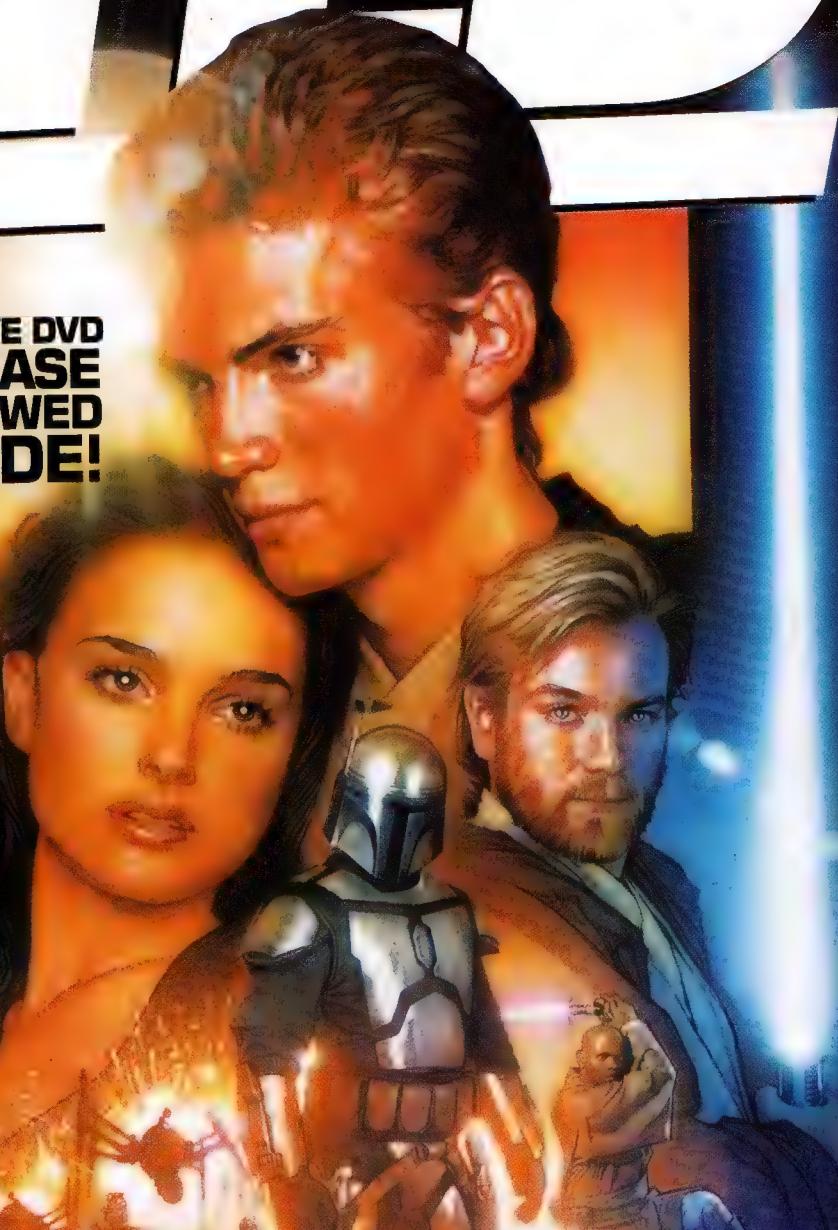
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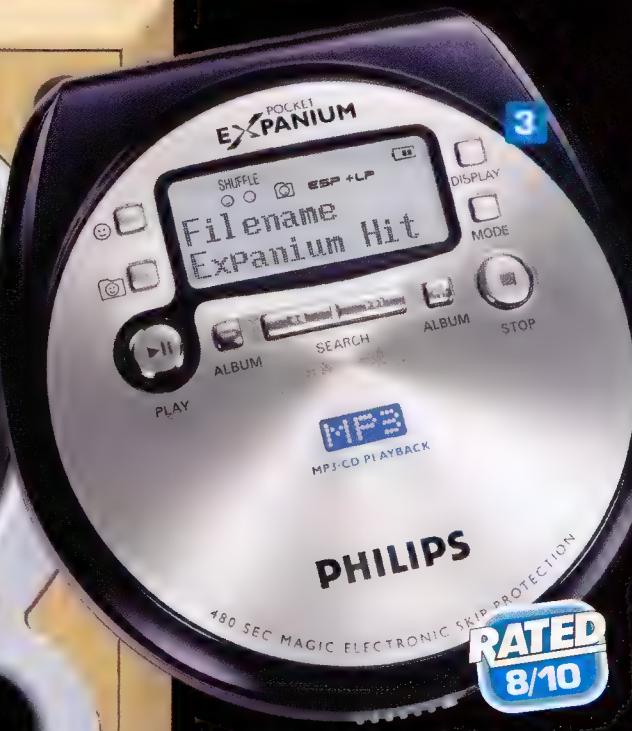
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RATED
7/10

Easyshare should read Easy-humiliate-your-mates, because Kodak's new camera and docking station makes sending sordid snaps of drunk, semi-naked pals across the internet a piece of cake. The camera lets you mark each picture for e-mailing, printing out in good quality, editing or for filing in your favourites folder. Then slip the camera into the docking station and the pics open up automatically on your PC, meaning one click and your mate's drunken debauchery can be winging its way to his girlfriend's mailbox before you can say 'Welcome to Dumpsville.'

PRICE: £200

OUT: NOW

CONTACT: Website: www.kodak.co.uk

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RATED
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PRICE: £129

OUT: NOW

CONTACT: Website: www.philips.co.uk

SPIDER-MAN

INFO BOX

Certificate: PG
Distributor: Columbia / TriStar
Director: George Lucas
Starring: Tobey Maguire, Kirsten Dunst, Willem Dafoe, Cliff Robertson, James Franco and Rosemary Harris
Release date: November 25th



EXTRAS

The extras you'll find on the disc...

DISC 1:

- Audio commentaries by director Sam Raimi, star Kirsten Dunst, producer Laura Ziskin and co-producer Grant Curtis
- SFX commentary by John Dykstra
- Branching Multi-Angle Webisodes
- "Weaving The Web": subtitled factoids (pop-up production notes and historical facts)
- DVD-ROM: Comic/feature comparison; Record your own commentary; Countdown to *Spider-Man* 2.
- Two music videos: Chat Krueger featuring Josey Scott 'Hero' and Sum 41's 'What We're All About'
- Marketing Campaigns: TV spots and Theatrical trailers
- Easter Eggs
- Weblinks

DISC 2:

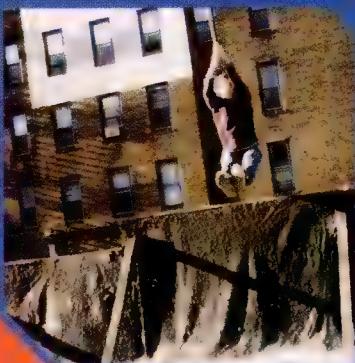
- HBO featurette: making of *Spider-Man*
- "Spider Mania" on E! Entertainment special
- Director Profile – Sam Raimi
- Composer Profile – Danny Elfman
- "Spider-Man: The Mythology Of The 21st Century" – a historical documentary
- Gags/Outtakes
- DVD-ROM: includes three exclusive Marvel dot.comics; Two *Spider-Man* PS2 Game Test Levels; *Spider-Man* Visualiser
- Screen tests: Tobey Maguire & J. K. Simmons
- Peter Parker's Darkroom: Photo Gallery
- Easter Eggs
- Weblinks

SCORE ROUND UP

The film and extras, scored out of 10



Despite *The Attack of the Clones*, Spidey still cleaned up and he might kick Jedi ass again with this fantastic DVD package. Unmissable!



GEORGE LUCAS MUST BE SHITTING HIMSELF CAN SPIDEY SWOOP IN AND SNATCH THE NUMBER ONE DVD SALES OF 2002 TROPHY?...PROBABLY.

Peter Parker (Tobey Maguire) is an ordinary guy who lives with his beloved aunt and uncle and quietly pines for the girl next door, Mary Jane (Kirsten Dunst). But when a genetically-modified "super-spider" bites during a school trip, Peter develops unusual skills – fantastic acrobatic strength, supernatural awareness and a talent for web spinning. But it's not until tragedy strikes at home that Peter decides to use his new powers to fight crime under a secret identity: Spider-Man!

When the evil Green Goblin (Willem Dafoe) attacks the good people of New York and endangers the life of Mary Jane, Peter commits himself to the ultimate test: to thwart his arch-

enemy and to win the heart of the girl that he loves.

Spider-Man offers nothing less, and nothing more, than what you'd expect from a superhero movie. Having proven his comic-book savvy with *Darkman*, director Raimi brings ample energy and enthusiasm to the story of Spidey's origins, nicely establishing high-school nerd Peter Parker (Maguire) as a brainy outcast who reacts with appropriate euphoria and well-tempered maturity when a "super-spider" bite transforms him into the amazingly agile, web-shooting Spider-Man. Where *Spider-Man* falls a little short is in its hyperactive CGI action sequences, which play like a video game instead of the gravity-defying exploits of a flesh-and-blood

superhero. But the rest is all well and good, with Kirsten Dunst as Parker's girl-next-door sweetheart, and Willem Dafoe also perfectly cast as Spidey's schizoid nemesis, the evil Green Goblin. A lot of fun overall for all ages to enjoy.



STAR WARS: EPISODE II - ATTACK OF THE CLONES

AFTER THE FRANKLY DIRE EPISODE ONE, EPISODE TWO HAD TO BE SOMETHING SPECIAL. THANK GOODNESS IT WAS, BUT WHAT ABOUT THE DVD RELEASE?...

INFO BOX

Certificate:	PG
Distributor:	20th Century Fox Home Entertainment
Director:	George Lucas
Starring:	Hayden Christensen, Ewan McGregor, Natalie Portman, Ian McDiarmid and Christopher Lee
Release date:	November 11th

EXTRAS

The extras you'll find on the disc...

DISC 1:

- The Movie
- Commentary by Writer/Director George Lucas, as well as the Producer, Sound Designer, ILM Animation Director, and the ILM Visual Effects Supervisors.

DISC 2:

- Eight DVD-only deleted scenes, each with introductions from George Lucas, producer Rick McCallum and sound designer Ben Burtt
- New, full-length documentary "From Puppets to Pixels," featuring the digital character creation of Yoda, Dexter Jettster and more
- Exclusive documentary "State of the Art: The Previsualization of Episode II"
- New documentary "Films Are Not Released; They Escape", where Ben Burtt and his team explain the process of creating the sound for *Episode II*
- Three features exploring *Attack of the Clones' general storyline, action scenes and love story*
- Comprehensive, award-winning, 12-part web documentary series
- "Across the Stars" music video featuring John Williams
- Theatrical teasers and launch trailer, and 12 TV spots
- "R2-D2: Beneath the Dome" mockumentary trailer
- New production photo gallery with special caption feature
- *Episode II* visual effects breakdown montage
- DVD-ROM weblink to exclusive Star Wars content

SCORE ROUND UP

The film and extras, scored out of 10

9
5/10

DVD
FILM

9
5/10

DVD
EXTRAS

Simply sublime entertainment with Lucas picking up the pace. Awesome effects and a ton of extras. Unmissable.

Set ten years after the events of *The Phantom Menace*, the galaxy has undergone significant change, as have Anakin Skywalker (Hayden Christensen), Obi-Wan Kenobi (Ewan McGregor), and Padmé Amidala (Natalie Portman). Anakin has grown into the accomplished Jedi apprentice of Obi-Wan, who himself has transitioned from student to teacher, while Padmé is a distinguished Senator. Anakin and Obi-Wan are assigned to protect Padmé, whose life is threatened by a faction of political separatists. As powerful forces prepare to collide in epic battle, Anakin and Padmé find themselves torn between their duty and their forbidden love. These heroes face choices that will impact not only their own fates, but also the destiny of the galaxy.



from a DVD release of this nature (especially if you bought Episode one on DVD) there are barrel loads of features to keep you glued to the screen for months. Overall, one of the best DVD purchases you'll make this year...awesome.



As the first DVD of a major live-action motion picture to be captured and created directly from the digital source and digitally mastered by THX, the *Episode II* DVD gives fans the chance to relive the adventure in the way George Lucas meant it to be seen, with spectacular digital clarity. Highlights include the climactic Clone War battle with over 200 Jedi fighting, the exhilarating Coruscant speeder chase and the 800-year-old Yoda wielding his lightsaber in the ultimate duel.

As you might expect



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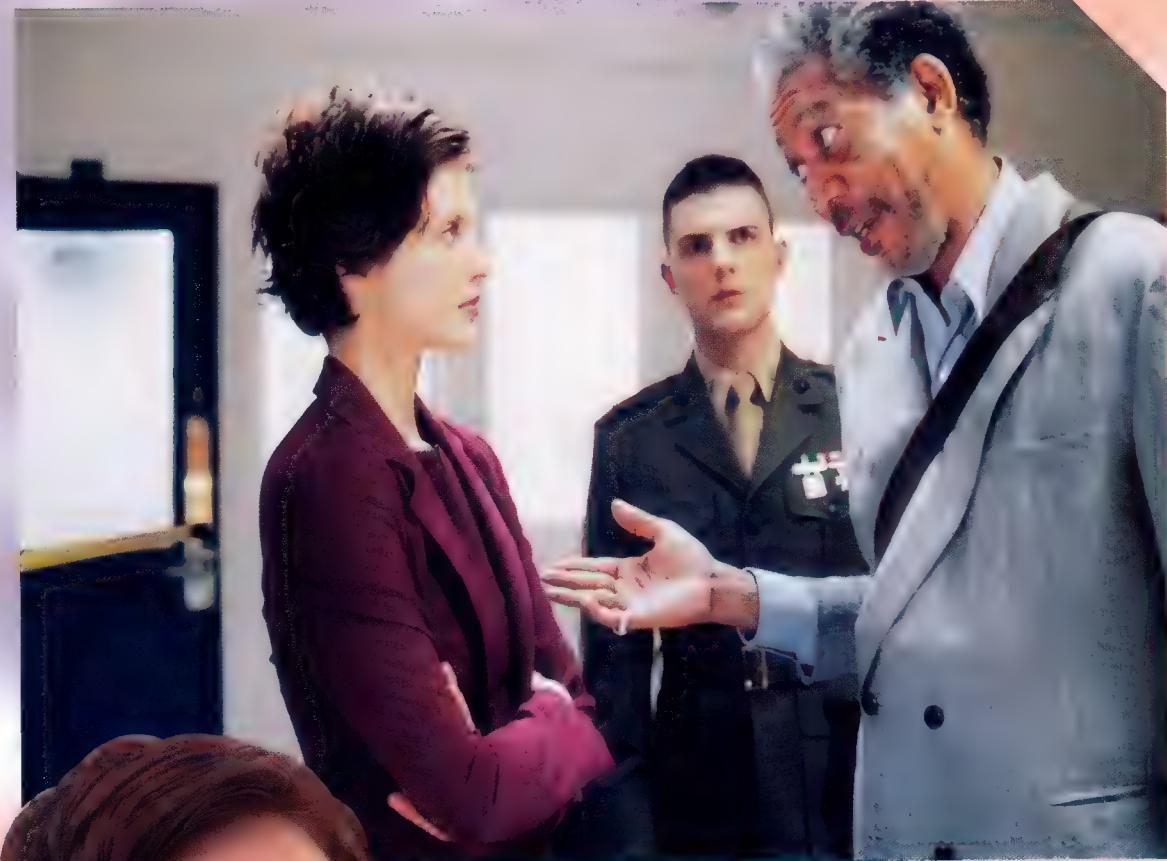
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Ashley Judd plays a lawyer whose husband of 12 years, it turns out, has a secret identity that she knows nothing about. He then gets arrested for something that happened in his past, and his wife jumps in to defend him in place of his young amateurish lawyer. She also gets help from a lazy alcoholic ex-lawyer played by Morgan Freeman, who initially doesn't want to get involved but for some reason changes his mind. Que an above average court room thriller.

Ashley Judd and the ever wactchable Morgan Freeman have pooled talents before, on the tepid thriller *Kiss The Girls* (which was followed up by the much better *Along Came A Spider* from the same author). However, both benefit from the expertise of helmer Carl Franklin (the man behind the excellent *One False Move*, which starred Bill Pullman), even if the end result is a little below the sum of the two stars' proverbial.

The film is backed by an intelligent if slightly dry commentary track, and around half an hour's worth of pretty decent featurettes. Highlights include information on how to beat the polygraph test, a bit of info on how a military court works, and the novelist Joseph Finder discussing the story's route from page to screen. Nothing too spectacular, but quite interesting as a whole. A decent court-room thriller on an OK DVD.

ASHLEY JUDD AND MORGAN FREEMAN TEAM UP TO TAKE ON THE U.S. MILITARY...HURRAH!



INFO BOX



Certificate: PG-13
Distributor: Fox
Director: Carl Franklin
Starring: Ashley Judd, Morgan Freeman
Release date: Out now

EXTRAS



The extras you'll find on the disc...

- Commentary track with Carl Franklin
- Six featurettes
- Trailer

SCORE ROUND UP

The film and extras, scored out of 100



A good courtroom thriller, enhanced by classy performances.



Quite thoughtful stuff, but not a lot of it.

There's no single extra worth buying the disc for, but the film's good enough value for money.

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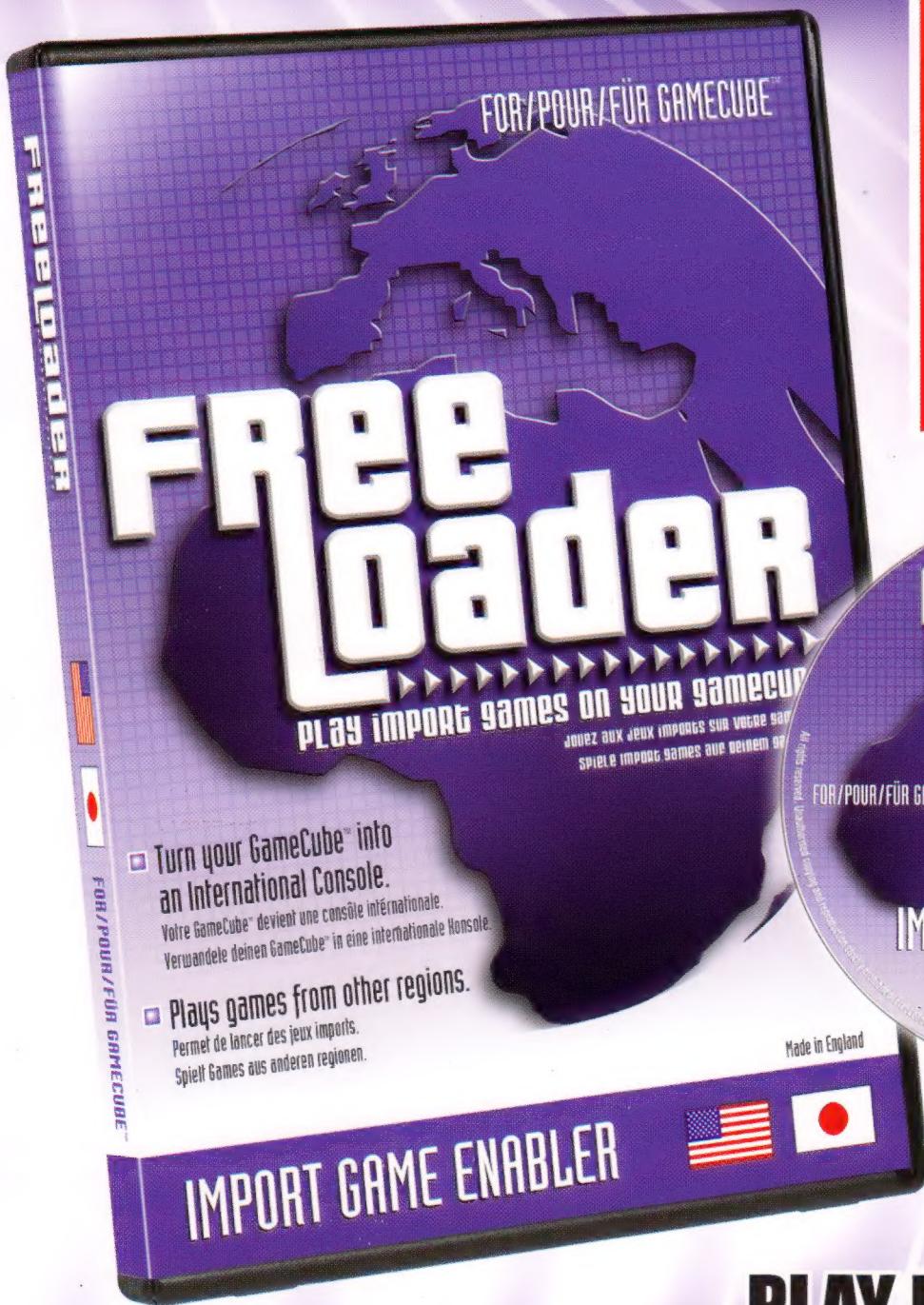
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